

SQUARE ENIX.





CONTENTS

The **Primer** is designed to help you ease into the opening hours of Final Fantasy XIII-2 with confidence.

Focusing primarily on activities required to advance the core storyline of Final Fantasy XIII-2, the **Walkthrough** chapter plots a direct route from the start of the adventure to its conclusion.

Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the Completion . Timeline chapter offers a concise visual guide to 100% completion.

The **Tour Guide** covers each game location in every time period, examining all optional activities available there: from side quests to minigames, maps to collectibles, power-leveling opportunities to rare monsters.

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The **Strategy & Analysis** chapter offers a commanding overview of all of the game's key systems, exposing many secret mechanics.

The Inventory provides complete lists and statistics, including hidden item information. Using it, you can make more informed selections to strengthen your characters and create new strategic possibilities.

Our Bestiary reveals invaluable information — including hidden data — on the hundreds of assailants you can encounter (and potentially capture) during your travels through the Historia Crux.

The Extras chapter is home to bonus content, including a comprehensive guide to Trophies, Achievements, and unlockables. It naturally contains spoilers, so we caution against casual browsing until you have completed the main storyline.

CHAPTER INTERACTIONS

Final Fantasy XIII-2 is a vast, open-ended RPG. The purpose of the **Walkthrough** chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in the game's narrative. To get the most out of your first run through the story, we strongly advise that you regularly use the **Tour Guide** chapter as a complement to explore new areas, advance your party, and enjoy secondary plotlines. The **Completion Timeline** is a handy tool combining the chronological approach of the Walkthrough with the all-encompassing nature of the Tour Guide. It offers a reliable, user-friendly road map to reaching 100% completion in the most enjoyable, efficient and rewarding fashion.

INDEX

If you would rather play with minimal assistance, the guide's comprehensive Index can be used to jump to your topic of interest whenever you need a hint or specific piece of information.

VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

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When we started working on Final Fantasy XIII-2, our main objective was to develop a game offering maximum freedom to the player. Whereas Final Fantasy XIII is primarily a story-driven game, we wanted the sequel to be a player-driven experience — where gameplay and story are directly influenced by the player's choices.

This is the essence of Final Fantasy XIII-2. You can

freely move from location to location whilst also dictating the pace of the adventure. Dozens of side quests are available at any given time, intertwined with the core story and offering plenty of opportunity to branch off the main adventure at any point. The existence of certain regions in different time periods means that you can tackle a variety of time-based challenges by exploring these areas and solving all sorts of puzzles. As you progress through the adventure, you realize that your gameplay choices culminate in creating your own personal version of the story. Final Fantasy XIII-2 is all about freedom.

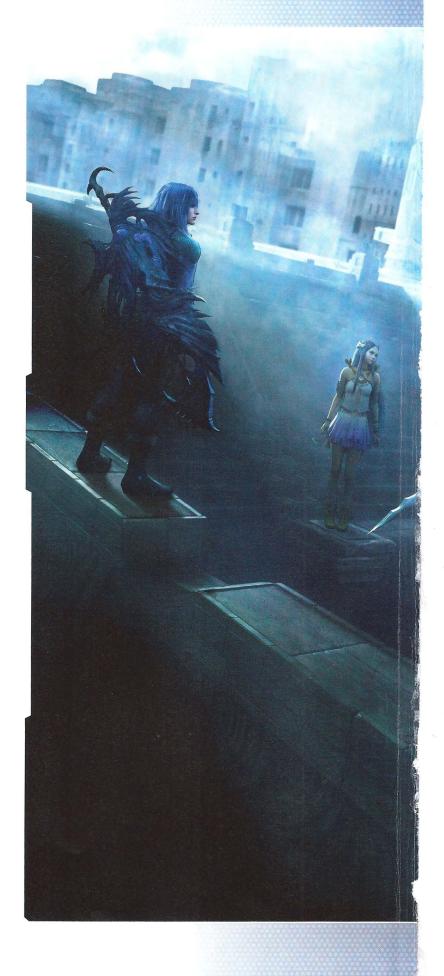
With a game of this scale and complexity, we felt that it was essential to offer a detailed travel companion to our players. When the time came to start work on the guide, the choice of partner was obvious. Piggyback has been publishing guides on the Final Fantasy series for over ten years, and their level of expertise and understanding of our games is peerless. Collaborating closely with the team, Piggyback has created a book that I'm pleased to present to you here. This is the ultimate guide, with everything you could possibly wish for: from a step-by-step walkthrough to an all-encompassing Tour Guide, from side quests to advanced strategy and analysis, from exhaustive inventory and bestiary lists to puzzle solutions. You will find in these pages the keys to solving all of the game's challenges. In addition, all information is presented so that you can advance as you choose and at your own pace.

And this is perhaps the greatest surprise the guide has in store. Though completely comprehensive, it offers advice and explains the game systems in such a way that every accomplishment remains your own. It will help you enjoy each moment of discovery whilst giving you the means to complete your objectives on your own.

I genuinely hope that you get to enjoy all elements of this extraordinary adventure.

Motomu Toriyama

Director





PRIMER

Before immersing yourself in the world of Final Fantasy XIII-2, we recommend that you take the time to read this short Primer chapter to prepare yourself for the opening hours of play. While those familiar with its predecessor can simply browse points of interest to refresh their memories, newcomers to the FFXIII universe will definitely benefit from absorbing our introductions to key gameplay concepts, story elements and noteworthy protagonists.

ON-SCREEN DISPLAY

FIELD



BATTLE



WALKTHROUGH

COMPLETION TIMELINE

EXPLORATION BASICS

ROLES & PARADIGMS

INVENTORY &

THE STORY SO

INTERACTIONS

Objects or individuals that you can interact with in the game world are highlighted by a rotating circle, accompanied by a short text description - usually "Talk" for a person you can interact with, or "Examine" for a mechanism or object.

MINI-MAP

This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs (Non-Player Characters), and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing the character under your control always corresponds to the direction they are facing.



BATTLE MENU

Provides access to commands used during combat. This disappears while your instructions are implemented.

ATB GAUGE

The ATB (Active Time Battle) gauge fills gradually during combat. Once it is full, and your instructions chosen and confirmed, each action that appears above the gauge will be performed by the character under your direct control.

HELP DISPLAY

Offers information on highlighted menu options.

PARTY HP GAUGES & ROLES

These bars illustrate the current health ("hit points", or HP) of each party member; the current "role" of each individual appears above their gauge.

ENEMY HP GAUGE

This bar illustrates the current health of an opponent.

CHAIN GAUGE

This gauge is filled by launching successive assaults on an opponent. Once it has been filled, an enemy enters "Staggered" status, which can lead to increased damage, new weaknesses and behavioral changes. The red marker shows your actual position on the gauge, while the orange bar is a timer. If the orange bar reaches the far left of the display before you or your allies land another attack, both the Chain Gauge and related Chain Bonus are reset.

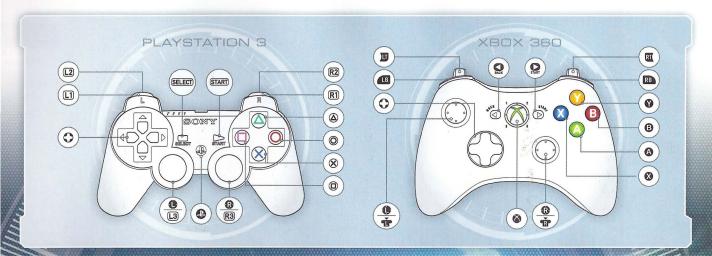
CHAIN BONUS

Shows the current multiplier for damage inflicted on a targeted enemy. 100% is the default amount, though this increases as the Chain Gauge is filled through successive attacks.

STAGGER THRESHOLD

Indicates the Chain Bonus level where an enemy will enter the Staggered state.

COMMANDS





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PS3	XBOX 360	EXPLORATION CONTROLS	BATTLE CONTROLS
0	•	Movement	Menu navigation; repeat previous command queue (with Abilities menu highlighted during battle)
0	0	Camera control	Camera control
0	0	Menu navigation	Menu navigation; repeat previous command queue (with Abilities menu highlighted during battle)
※	A	Interact	Select menu option; enter sub-menu
0	B	Jump	Return to previous menu; cancel attack
	0	Enter Main Menu	Execute partial command queue before ATB gauge is filled
	×	View/close main map screen	Unleash Feral Link attack*
R1	RB	Moogle Hunt*; Moogle Throw: throw Moogle (when 🗓 / 💷 is held)*	View enemy information
R2	RT	-	-
L1	LB	Moogle Throw: grab Moogle*	Change Paradigm
L2	II	-	-
L3	Ť		
R3	Ť	Center Camera	-
START	START	Pause	Pause
SELECT	BACK	Enable/disable mini-map; skip cutscenes on pause screen	-

^{*} This feature is not available at the beginning of the game.

EXPLORATION BASICS



MOVEMENT & NAVIGATION



ENEMY ENCOUNTERS

a comment, they will lead you to the next story waypoint - a fairly regular occurrence during the opening hours of play. Should you become separated from a companion, you will be automatically reunited once you enter combat, so there is no need to backtrack if you discover that you have left someone behind.

Travelling from one destination to another in Final Fantasy XIII-2 is extremely simple. When the route you must follow is uncomplicated, a quick glance at the mini-map alone is usually enough to guide your steps. If you need to plan a longer journey or find a more distant point of interest, you can bring up a full map of your current locale by pressing @/ . Terrain is revealed in small chunks when you first set foot in a new area, though you can usually acquire a full map of a region not long after arrival. Once the full extent of an area map has been exposed, explored portions are highlighted in a lighter shade of blue.

You can vault over small obstacles or gaps by pressing \mathbb{Q}/\mathbb{G} , and you will regularly encounter swirling blue circular indicators. These are used to mark positions where your party members will negotiate larger obstructions automatically when you press **O/B** (**6** 01).

Other members of your active party move independently of the character under your direct control (the party leader), and may choose to linger in a particular area, or run ahead to scout the terrain. In some instances, usually flagged by

Though some opponents are "fixed" within a location, and can be seen as you approach them, Final Fantasy XIII-2 uses a new system for the vast majority of its combat encounters. As you walk through an area, monsters can suddenly materialize at any time. When this occurs, the Mog Clock and Encounter Circle will appear on-screen.

The Encounter Circle (2) surrounds the character under your control, with its color indicating the proximity of opponents: red when they are close, blue when distant. If you quickly move your party leader away from enemies and ensure that none remain within the Encounter Circle, you can potentially avoid combat.

The single hand on the **Mog Clock** moves from right to left while enemies are in your vicinity. There are three distinct stages:

 When enemies first materialize, the hand on the Mog Clock will move through the green section of the gauge. During this short stage, most opponents will be temporarily immobilized. If you react quickly, it's relatively easy to initiate combat and score a Preemptive Strike bonus (more on which in a moment), or attempt to escape.



Once the hand reaches the yellow zone, enemies become fully active and will seek to intercept and engage the party in combat. They can achieve this by making physical contact with the party leader. You can still score a Preemptive Strike bonus by hitting any monster within range, but this is a little more demanding once they begin to move. While your allies or NPCs within the vicinity may engage them in incidental skirmishes, this is a purely ambient detail: any blows they land do not lead to combat, and have no influence on any battle that may ensue.

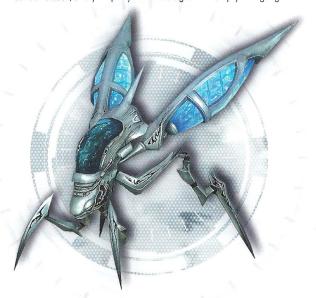


• When the hand on the Mog Clock reaches the left of the gauge, it will flash an urgent red. If you do not escape or enter combat before the hand reaches the far left, a battle will begin automatically. If this should occur, you cannot select the Retry option to leave combat: it is essentially a fight to the death.



To initiate combat when monsters appear, use 6 to orient your character to face an opponent, then tap 8/6 to perform a lunging attack. It's important that you position your character just before you press the button, as simultaneous directional adjustments do not work.

If your party leader successfully hits an opponent, combat will begin with a **Preemptive Strike** bonus. This leads to an opening blow that partially fills the Chain Gauge for affected monsters, fills ATB gauges for all party members, and imbues your characters with the Haste status effect, increasing the rate at which the ATB gauge recharges for the opening rounds of the battle. Conversely, if you make contact with an opponent without striking them, or the Mog Clock timer expires, there is no opening "bonus" attack, and your party starts the fight with empty ATB gauges.



Some opponents can move with astonishing alacrity, or are capable of movement from the moment they materialize, and are therefore hard to avoid; others are sluggish or essentially remain stationary, and are easy to escape or hit to secure a Preemptive Strike. You will soon come to recognize enemy types that move purposefully, and learn techniques to strike quickly or escape.

We will offer further guidance on the **Mog Clock** system in the Walkthrough chapter, but it's worth taking the time to digest the following advice in advance:

- Fighting battles enables you to advance your party members, accumulate gil (the traditional currency of Final Fantasy games, XIII-2 included), and pick up assorted items and rewards. As a general rule, you should try to fight all enemies that appear as you move between main story waypoints. If you miss too many of these battles, you run the risk of hitting a difficulty spike if your party is under-leveled for a particular location or boss battle.
- If you really must avoid a battle, there are a handful of tricks that can make it easier to move enemies out of the Encounter Circle. Jump to different elevations, vault over obstructions, or move behind barriers. These actions will at least slow monsters down, and may prevent them from following entirely. In the split second after monsters appear, note their positions on the mini-map and identify the direction that will take you away from them quickly even if this means backtracking. Running past opponents that spawn ahead of your position is always a risk.
- You cannot interact with NPCs or devices (including treasure spheres and boxes – see overleaf) while the Mog Clock is active.

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COMPLETIO

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BESTIARY

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CHAINS

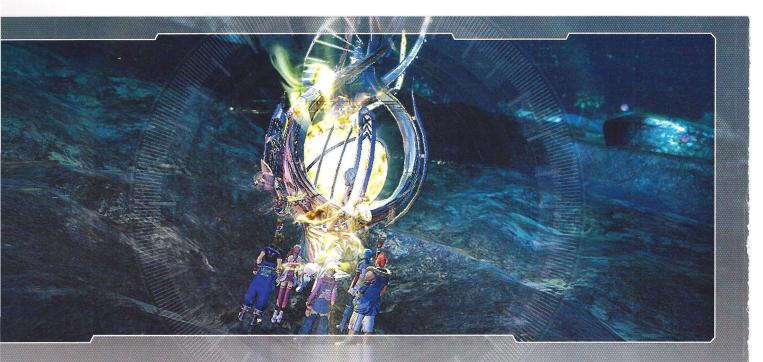
STATUS

ELEMENTS

CHARACTER

INVENTORY &

THE STURY SU



COLLECTIBLES

While you will occasionally encounter items that appear directly in the game world and can be picked up by pressing \otimes/\otimes in close proximity, the vast majority of collectibles appear in *treasure spheres* or *treasure boxes* (\otimes 03).



• Treasure spheres usually contain useful but non-essential objects or gil, though they may very occasionally contain items required to complete an objective. Press ⊗/♠ to open them. After a short delay, a pop-up message will reveal their contents, which are automatically transferred to your party's inventory. Once opened, a treasure sphere icon will appear in that position on the main map and mini-map, making it easy to keep track of which containers you have opened. In locations that you visit at different times in history, treasure spheres always appear in the same position. Opening one in a particular time or iteration of a location will open it for all points on the timeline. Treasure sphere contents are fixed, irrespective of when you open them.



Treasure boxes generally contain items critical to the storyline, objects required to complete side quests and optional tasks, or rewards for decisions that you make in conversations. Mechanically, they operate in exactly the same way as treasure spheres. However, treasure boxes only appear in a location at a single point on the timeline. For that reason, you should always open them immediately.



The Tour Guide chapter features maps that reveal the locations (and, where applicable, related requirements) of every last collectible in Final Fantasy XIII-2. However, if you intend to complete a first playthrough with minimal assistance, the following treasure hunting tips will be handy:

- Use to scour the environment for collectibles as you travel through new and old areas alike. Whenever you notice cul-de-sacs or alternative routes, take the time to explore these: they may well contain a reward to acknowledge your curiosity.
- Some collectibles cannot be picked up until you acquire specific abilities through main story progression. If you notice "ghost" spheres, boxes or items during the early stages of the adventure, or objects located in inaccessible areas, make a mental note of their positions; you can backtrack to collect them when your party obtains the necessary proficiency.
- Treasure spheres and treasure boxes both generate distinct sound effects
 that travel for a surprisingly long distance. Learn to identify these aural cues,
 and the way in which the volume of the effect increases or decreases in
 accordance with your direct-line proximity.

POINTS OF INTERACTIVITY

In addition to collectibles, you will encounter numerous points of interactivity throughout the game world. These can vary from plot-critical devices that must be operated to advance the story, to NPCs who can be engaged in brief conversations. To interact with devices or NPCs, press (A).



- When you can speak to an NPC, a speech bubble containing an ellipsis (1904) will appear above that individual's head. In close proximity, a rotating circle and a "Talk" caption will indicate that you can strike up a conversation. Most NPCs will make contributions that have no specific relevance to your current objectives, though they might occasionally offer clues or make comments that direct you towards points of interest.
- Interacting with certain NPCs will initiate side quests; you are given the option
 to decline these if you wish, though you can always return to accept them at a
 later date. When you take on a quest, your objective will usually be highlighted
 with a side quest waypoint marker (...).

- In some instances, a party member (or temporary companion) may have something of interest to say. Whenever this occurs, a speech bubble will appear above their heads. Some of these conversations are entirely optional, and can be missed if you do not interact with them before advancing the story.
- When you approach an object that your party leader can interact with, a rotating circle and the "Examine" option will appear when you move within range. If an object can have a noteworthy effect (such as transporting you to a new destination), you will sometimes be given the option to cancel or confirm. Not all points of interest are tied to story or side quest progression; some interactive elements can simply enable you to view a brief optional cutscene or conversation.

SKIPPING CUTSCENES

While most players will want to see every last story development, there are instances (particularly after failing a difficult boss battle, or while replaying certain sections of the story) where the prospect of rewatching lengthy cinematic sequences can be a less-than-enticing prospect. To skip cutscenes, press START)/ and then tap SELECT)/.

SAVING

Final Fantasy XIII-2 employs an autosave system that automatically records your progress whenever you hit discrete story milestones, or when you travel between different locations in the game world. An orange circle appears in the top left-hand corner of the screen whenever the game is saving. You can manually save at almost any point via the Pause menu, but you cannot create new save files until you unlock the Historia Crux travel system early in the main storyline.

PRIME

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TOUR GUIDE

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INVENTORY &





Final Fantasy XIII-2 employs the same Active Time Battle (ATB) system as its predecessor, combining the tactical possibilities of a turn-based design with the tempo and visceral dynamic of an action game. One of its most noteworthy features is that you only have direct control over the current party leader during combat; your Al-guided partners will attack independently. You do, however, maintain a degree of influence over their behavior with the Paradigm system (see page 17).

The number of attacks and abilities at your disposal is extremely small when the story first begins, but you will acquire many more as your party gains in experience. To avoid potential spoilers, this section is designed to act only as a generalized introduction to key features of the battle system. We offer targeted guidance throughout the Walkthrough chapter, as and when you most need it, with further investigation and interpretation of the system available in the Strategy & Analysis chapter.

BATTLE MENU



Once a battle is underway and the ATB gauge begins to charge, the Battle Menu will appear (\odot 05).

BATTLE MEN	
Auto-battle	Automatically stacks the most appropriate attacks or actions for the current target when selected.
Abilities Enables you to choose abilities and attacks manually.	
Items	Select this to use objects in the party's inventory.
Change Leader	Used to toggle between direct control of the two principal protagonists during combat.

The ATB gauge is separated into segments, each of which is "spent" individually. Most actions stacked via the (default) Auto-battle option or (optional) Abilities menu require a single segment of the ATB gauge, but some can demand two − or even more. Additional ATB gauge segments can be acquired as your characters grow in power during the course of the story. By pressing ♠/♥ when at least one section is full, you can launch an early (yet truncated) attack. This is useful for finishing off weakened opponents quickly, or for launching a tactically beneficial assault without delay. You can also cancel attacks by pressing ♠/♠, which will preserve all remaining portions of the ATB gauge. This can be essential when a devastating attack leaves party members in urgent need of healing.

After selecting a menu option (and, with Abilities and Items, any subsequent choices in a sub-menu), you will usually be directed to pick a target — an opponent for any form of assault, or a party member for a healing or support action. Your default approach should (with relatively few exceptions) be to focus on one enemy at a time, usually moving from weakest to strongest foes unless the situation calls for a more advanced strategy.

- One of the first steps all players should take is to embrace the Auto-battle command. This entrusts the selection of individual attacks to the combat AI, which will generally pepper new enemies with a selection of different attacks until it identifies their strengths and weaknesses, at which point it will consistently exploit core vulnerabilities. Some players may recoil at the prospect of handing so much control of their tactics to the AI, but the sheer pace and volume of battles actually makes it a necessity. The Auto-battle command is consistently the most efficient way to defeat rank-and-file opponents.
- As a general rule, the **Abilities** menu is best used when you have a very specific plan of attack. This is especially useful against extremely tough opponents (especially bosses) if you have prior knowledge of a particular weakness, and wish to exploit it from the very beginning of a battle. It can be significantly more effective than Auto-battle in such situations. By holding which with the Abilities option highlighted, you can select "Repeat" to instantly duplicate your previous set of commands. If you choose to primarily fight battles through the Abilities menu, note that the Default Battle Command option in the Settings menu enables you to toggle the default cursor location to Auto-battle or Abilities.
- The Items menu is unique in that using objects (for example, a Potion to heal the party) does not consume any part of your current ATB gauge though, naturally, there is a brief delay as the ensuing action is performed. For this reason, it's usually prudent to access the menu straight after an attack sequence to make good use of time you might otherwise spend watching the ATB gauge fill.
- The Change Leader option is only of interest when you need to employ a very specific strategy, or to restore your previous leader after a KO during a protracted battle. We will return to this subject in the Walkthrough chapter.

HP, HEALING & GAME OVER



The HP gauges for all active party members appear in the bottom-right corner of the screen. These change in color from green to yellow as damage is sustained, and eventually switch to an urgent red when reduced to a critical level. You will also notice the introduction of an angry crimson hue to the display when a character's HP is dangerously low (1906). During the early stages of the story, you should consider this visual effect to be your final prompt to visit the Items menu to use a Potion. Unless a battle is almost over, it's usually wise to heal your party while the bar is still yellow: try not to let them fall below 20%. You will acquire additional methods of healing (and many different ways to strengthen and enhance your party) as you progress through the story.

When a single party member is beaten into submission, you can either use a Phoenix Down via the Items menu to revive them if their presence is still required, or take a risk and attempt to finish the battle without them if you are fighting weaker opponents. Should both primary party members be incapacitated, you will be taken to the Game Over screen. Selecting "Retry" will return you to a checkpoint just prior to the combat encounter.

Should a battle go disastrously awry at an early stage, you can press START and then select the Retry option. This acts in much the same way as a visit to the Game Over screen, restarting you at a checkpoint not too far away, and enables you to abandon a lost cause well in advance of an undignified defeat. However, note that if a battle begins with the Mog Clock timer expiring, the Pause menu Retry option will be unavailable.

All party members are automatically restored to full health once a battle ends. If you select the Retry option — either from the Game Over screen, or at the Pause menu — note that any consumable items used during that combat encounter will be restored to your inventory when you restart.

SOLA ALTO

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BASICS

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EFFECTS



ENEMY INTEL

Press RI/ to view information on your opponents during battles; use RI/ and LI/ to cycle through the pages that appear for each individual assailant. Most fields will be blank on a first encounter, but additional data will appear during combat, and on subsequent meetings. It usually takes a minimum of three separate battles to build a fairly complete picture of a particular adversary's strengths, weaknesses and special attributes, though several may be required to reveal every last detail (07).



Much of the data obtained for each enemy concerns their susceptibility or capacity to withstand elemental forces (such as Ice and Fire) and status effects. This is vitally important, as actions chosen by the AI that controls your companions and the Auto-battle command (and indeed, all "auto" options for each role) are adjusted in accordance with the intelligence at your disposal.

If you have not discovered that a foe has a high resistance to (or, worse, absorbs) Wind-based damage, for example, all party members will be oblivious to this fact until they learn otherwise. Furthermore, even if you know that an enemy is vulnerable to Water attacks after referring to the Bestiary chapter or a walkthrough tip, your allies (and Auto-battle) will not exploit the weakness until it is exposed during a combat encounter. For this reason, early battles against new enemy varieties tend to be a little more difficult than those that follow.

For more dangerous opponents, such as major bosses, the disposable (yet fairly rare and expensive) Librascope item can enable you to instantly acquire information on an enemy's proficiencies and proclivities.

BATTLE RESULTS & SPOILS

Unless you are paying an unfortunate visit to the Game Over screen, each confrontation ends with a visit to the Battle Results (1908) and Spoils pages.



Final Fantasy XIII-2 features a Score system for each encounter, with an accompanying star rating acting as the true measure of your performance. Your grade at the Battle Results screen is primarily determined by the speed at which



you slay aggressors. Beat opponents safely within the specified Target Time, and you can expect to obtain the full five stars. If you adopt an overly cautious strategy, or labor at length against stronger opponents, you might receive no stars at all.

There are three principal rewards for completing each battle: gil, Crystogen Points (or CP; used to "level up" your characters in the Crystarium once the feature has been unlocked), and the items you obtain at the Spoils page. While your haul of gil and Crystogen Points is determined solely by the varieties and number of enemies that you face, the objects you obtain at the Spoils page are influenced by your star rating. We unveil the secrets of the underlying system later in the Strategy & Analysis chapter.

Spoils obtained after combat in the early stages of the story will often include useful items such as Phoenix Down and Potions. You may even pick up an accessory or two – items that can be equipped to bestow special enhancements, resistances or automatic abilities.



ROLES & PARADIGMS

Each party member can fight in one of up to six roles, as detailed in the following table.

ROLES OVERVIEW

ROLE	OVERVIEW The first of the two primary offensive roles. Commandos focus on physical attacks and non-elemental magic spells. As a general rule, Commandos inflict greater damage than Ravagers.		
Commando			
Ravager	The second primary offensive role. Ravagers employ a wide range of elemental magic and magic-infused physical attacks. They excel at raising Chain Bonuses for opponents (see page 18), increasing the damage inflicted with each subsequent attack. Ravagers are best equipped to exploit elemental vulnerabilities in the monsters you face. Sentinels are the classic "tank" archetype, using their defensive bonuses and special abilities to attract enemy attention and survive the barrage of attacks that ensues. These "damage sponges" can withstand assaults that would immediately incapacitate party members in other roles.		
Sentinel			
Medic	Medics are healers who use magic to restore HP and remove deleterious status effects. They have no combat capabilities.		
Synergist	The Synergist's job is to imbue party members with useful status enhancements that confer offensive and defensive bonuses — see page 19. They cannot attack enemies.		
Saboteur	While Synergists cast status enhancements on your party to strengthen it, Saboteurs work to weaken your opponents by assailing them with status ailments. Spell employed by Saboteurs cause little damage, but this pales into insignificance when compared to the injuries that Commandos and Ravagers can inflict.		



Different configurations of character roles are known as **Paradigms**. Each of these has a distinct tactical purpose, from raw aggression to pure defense, with many different permutations that can be designed to suit the demands of specific battles. Paradigms are automatically assigned descriptive names that make them easy to identify.

One vitally important feature of the Paradigm system is that characters can only use abilities specific to their current assigned role. Press $\boxed{1}/\boxed{1}$ during combat to bring up the Paradigm Deck, then make your selection with $\boxed{8}/\boxed{0}$ to perform a Paradigm Shift ($\boxed{0}$ 09). Your party leader and allies will automatically change their strategy in accordance with their new roles.

In the early stages of the story, you only have access to the Commando, Ravager and Sentinel roles, with a small selection of preconfigured Paradigms to choose from. In time, though, you will acquire all six roles and the ability to create your own Paradigms. We offer additional guidance and advice throughout the Walkthrough chapter, and a comprehensive breakdown of the Paradigm system (and the many useful strategies you can employ) in the Strategy & Analysis chapter.

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CHAINS

CHAINING BASICS

To maximize the damage your party inflicts and finish battles in a timely fashion, mastering the core tactics required to fill the **Chain Gauge** that appears for each enemy is one of the most important steps you will take while playing Final Fantasy XIII-2. The system may seem a little daunting at first, but rest assured: it soon becomes second nature.

The Chain Gauge appears in the top right-hand corner of the screen, and is accompanied by two percentages. The first is the **Chain Bonus**, which reveals the damage multiplier applied to all attacks made against the current target. If the Chain Bonus is at 200%, for example, each attack will inflict double the "standard" damage. Maintaining a sustained assault will enable you to constantly increase this total. If the Chain Gauge is emptied, however, the Chain Bonus is reset to the minimum 100% immediately.

The second percentage is the **Stagger Point** — the Chain Bonus percentage that must be reached for an opponent to be Staggered (**10**). **Staggering** an enemy can have different effects, depending on the opponent you face: they may be incapacitated, develop new weaknesses, or attack with less vigor. The one constant for *all* opponents is that Staggering them leads to an immediate Chain Bonus increase, with damage multiplier growth doubled until they recover. The Chain Bonus can be increased to a maximum 999% during a Stagger, though this is a rare occurrence until the later stages of the game. Once a Stagger period ends, the Chain Bonus is reset to 100%.



All enemies have an attribute called Chain Resistance. The higher this value is, the more slowly the Chain Bonus will grow. Enemies with a high Chain Resistance can be difficult to Stagger – particularly if they also have a very high Stagger Point.

CHAINS AND ROLES

The Ravager, Commando, Saboteur and Sentinel roles all have a special relationship with the Chain Gauge and Chain Bonus.

- Ravagers fill the Chain Gauge and increase the Chain Bonus damage
 multiplier at a far greater rate than any other role. However, their attacks
 also increase the rate at which the Chain Gauge depletes. They generally
 have lower damage-dealing potential than Commandos in most battles.
- Commandos are ineffective at increasing the Chain Gauge or Chain Bonus, but their attacks slow the rate of Chain Gauge depletion. As a rule, they inflict more damage per hit than Ravagers — especially when an opponent has been Staggered.
- The abilities employed by Saboteurs slow the rate of Chain Gauge depletion, but also extend it more than a Commando's attacks. Indeed, they can be profitably employed alongside Ravagers as a replacement for Commandos to debilitate an adversary prior to Staggering them. This tactic is only appropriate for much stronger enemies, though, as Saboteur spells cause very little damage; an Al-controlled Saboteur will sometimes cease to act once all possible status ailments have been inflicted.
- Sentinels slow the rate of Chain Gauge depletion whenever they successfully
 use certain abilities (mainly Provoke, but also when landing counterattacks).
 However, they are notoriously unreliable as a sole means of maintaining the
 Chain Gauge.

Essentially, while Ravagers drive up the Chain Gauge and Chain Bonus at great speed, they cannot maintain it without the aid of a Commando or Saboteur. Similarly, the true damage-dealing prowess of the Commando cannot be realized without at least one Ravager present to drive up the Chain Bonus. This relationship between the two core offensive roles is the very foundation of the Final Fantasy XIII-2 combat system.



STATUS EFFECTS

The more dangerous opponents and party members employed in the Synergist and Saboteur roles can cast spells to cause status effects. These "buffs" and "debuffs" add another layer of strategic possibilities to combat, so it's important that you familiarize yourself with the basic concepts straightaway.

STATUS ENHANGEMENTS

Status enhancements (also called **buffs**) are beneficial conditions that improve the defensive or offensive prowess of the user — be that a party member or an enemy. They play a decisive role in determining the difficulty, duration and final outcome of the more demanding battles; put plainly, buffs enable your party to punch above its weight.

Status enhancements can be bestowed by a Synergist or by equipping certain accessories. Each buff has a specific purpose, such as increasing the user's physical strength, reducing magical damage, or heightening resistance to particular elemental attacks. Status enhancements can also be used to "cure" an opposing status ailment. There are instances where a capable Synergist will be more efficient at removing an unpleasant cocktail of debuffs than a Medic armed with the Esuna spell.

	STATUS ENHANCEMEN	EFFECT		
Ð	Haste	Increases the rate at which the ATB gauge fills. Most commonly seen by successfully achieving a Preemptive Strike.		
	Bravery	Raises the target's Strength stat, increasing the damage inflicted by physical attacks.		
F	Faith	Raises the target's Magic stat, increasing the damage inflicted by magical attacks.		
	Protect	Increases the target's resistance to physical attacks.		
	Shell	Increases the target's resistance to magical attacks.		
Vigilance Vigilance		Decreases target's odds of being interrupted. Reduces Wound damage — a new feature that we introduce in the Walkthrough chapter.		
5	Veil	Increases the target's resistance to status ailments.		
(d)	Enfire	Imbues physical attacks with the fire element.		
200	Enfrost	Imbues physical attacks with the ice element.		
×	Enthunder	Imbues physical attacks with the lightning element.		
K	Enaero	Imbues physical attacks with the wind element.		

STATUS AILMENTS

Status ailments (also called **debuffs**) are debilitating conditions that can be inflicted on your party and enemies. They become a more prominent aspect of combat encounters as you progress through the story. Some adversaries (particularly major bosses) can prove difficult to beat unless you weaken them with debuffs.

Status ailments can only be cast by Saboteurs. As more powerful enemies may resist the majority of conditions, using the Librascope item to quickly determine their vulnerabilities can be hugely beneficial. What could be a long, protracted battle might become a formality the moment you hamper your opponent with the right debuff.



When your party is assailed by status ailments, you will need to quickly assess how dangerous they are. The Medic's Esuna ability is the most obvious solution, but—once again—it's important to note that a Synergist can be more efficient in cancelling multiple afflictions. Consumable items can be used to remove status ailments, though you will obviously need to have accumulated or purchased stocks of these beforehand.

STATUS AILMENTS

ICON	STATUS AILMENT	EFFECT		
•••	Poison	Deals gradual damage until removed or the effect expires.		
	Pain	Prevents the afflicted character or monster from using physical abilities.		
3	Fog	Disables magical abilities for the affected character or monster.		
*	Curse	Increases the chance that attacks will interrupt the use of abilities by the victim. This also heightens "Wound" damage.		
	Deprotect	Reduces the target's resistance to physical attacks.		
	Deshell	Reduces the target's resistance to magical attacks.		
(*)	Imperil	Reduces the target's resistance to elemental attacks.		
	Debrave	Diminishes the victim's Strength stat.		
प्र	Defaith	Diminishes the victim's Magic stat.		
9	Slow	Reduces the rate at which the target's ATB gauge replenishes.		
	Daze	Stuns the target and increases the damage they sustain through attacks.		
	Wound	Reduces the target's maximum HP for the duration of the battle.		
•	Doom	Starts a countdown for the afflicted character. Once this expires, they die immediately. Cannot be dispelled or removed; only used by a handful of		

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ELEMENTS

All attacks in Final Fantasy XIII-2 are either physical or magical in nature. Both attack types can be imbued with an element from a subset of four elemental characteristics. All physical and magical attacks are therefore either elemental or non-elemental.

DAMAGE TYPES & ELEMENTS

ICON	REPRESENTS
	Physical
	Magic
	Fire
	Ice
3	Lightning
3	Wind

Each enemy has a set of affinities, which determine the amount of damage they sustain from attacks.

DAMAGE AFFINITIES

DESCRIPTION	DAMAGE MODIFIER
Normal	x1 (standard damage)
Weakness	x2 (200% damage)
Halved	x0.5 (50% damage inflicted)
Resistant	x0.1 (10% damage inflicted)
Immune	x0 (damage Blocked)
Absorbed	Attacks heal opponent (30% of the usual damage)

The Auto-battle Al will seek to punish opponents by favoring attacks that target their weaknesses once they have been identified. You can equip accessories on party members to increase their resistance to particular elements, though this is far from mandatory, and tends not to be of great use until much later in the story.

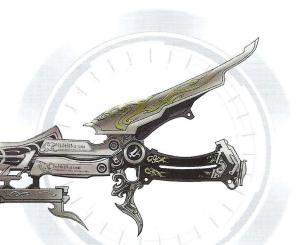


CRYSTARIUM & CHARACTER PROGRESSION

Winning battles in Final Fantasy XIII-2 leads to the award of Crystogen Points, often abbreviated as CP. Once you unlock the Crystarium feature at an early story milestone, you can invest Crystogen Points to advance your characters in the roles of your choosing. This enables you to unlock new abilities, and also leads to gradual increases in each individual's HP, Strength and Magic stats.

The Crystogen Points total specified after the conclusion of a successful battle is the sum awarded to both primary party members. While you can also accumulate CP by hitting main story milestones, completing side quests, and by collecting objects known as Fragments, combat encounters are by far the most profitable way to advance your party. As a general rule, you will acquire sufficient CP to maintain a balanced party if you diligently fight all battles that your party can conceivably win. A little power-leveling, though, can enable you to leap ahead of the difficulty curve for a particular area, making many fights far less difficult or time-consuming. You will find tips on suitable locations to farm CP (and other rewards) throughout the Walkthrough chapter.

Though there is technically no right or wrong way to spend CP at the Crystarium, players will definitely benefit by upgrading all characters with a long-term strategy in mind. The Crystarium is divided into tiers. Once you have spent CP to unlock all nodes in a tier, you are given the option to pick a bonus as you move onto the next level. This can be used to unlock a new role for a character (Medic, Saboteur or Synergist), pick a Role Bonus (which increases a character's efficiency in a role), expand the ATB gauge by one segment, or increase their ability to equip accessories. While you can upgrade your characters in any fashion you like, there is an optimal path to maximum growth that complements the demands of the main story and side quests. We'll tell you more about this in the Walkthrough and Strategy & Analysis chapters.



INVENTORY & GIL

You can obtain gil (the primary currency in the Final Fantasy universe) and a vast range of items by successfully completing battles, opening treasure spheres and boxes, or by completing set objectives. In time, you will meet an unusual individual named Chocolina (11), who acts as the vendor of goods throughout the story. She sells a range of items that expands as you advance through the central narrative, and will also purchase many items that your party has no need for.



Visit the Main Menu and select Inventory to study your current possessions, or the Equipment menu to select (and examine) weapons and accessories.

Key Items are objects related to main story progression or side quests. These will accumulate in your inventory during the course of the game, and are "used" automatically when required. Key Items cannot be sold or manually discarded.

- Items are single-use objects that can be employed during battles to restore HP (Potion, Elixir), revive stricken party members (Phoenix Down, Phoenix Blood), remove status ailments (Remedy, Antidote, et al) and identify enemy weaknesses (Librascope). They have no application outside of combat, but can be sold for a profit if you accumulate a large surplus. You can carry a maximum of 99 items in a single category at a time; any others that you acquire at that point are automatically discarded.
- Only your two principal characters use **Weapons**. Though they start the adventure with default equipment, you can later purchase or collect superior blades and bows that enhance their Magic and Strength stats, and can offer Passive Abilities that contribute a boost to combat prowess. We will guide you on the optimum loadout at different points in the story throughout the Walkthrough chapter.
- Accessories are special items that your characters can equip to gain new Passive Abilities. However, their ability to wear accessories is limited by the new Capacity system. Each accessory, from a humble Iron Bangle to the specialized Durable Grimoire Hat, has an attendant Capacity cost. Both characters begin with a maximum Capacity of 50, though this can be increased to 100 via Crystarium progression.
- Components are items dropped by particular monsters that enable you to purchase special upgraded weapons or accessories. We will return to this subject later in the guide — it's not a concern until you are approximately one third of the way through the main story.

There are a variety of other inventory items that you will encounter during the adventure. We will introduce these as applicable in the walkthrough, and offer a comprehensive rundown of every last collectible object — and their attributes — in the Inventory chapter.

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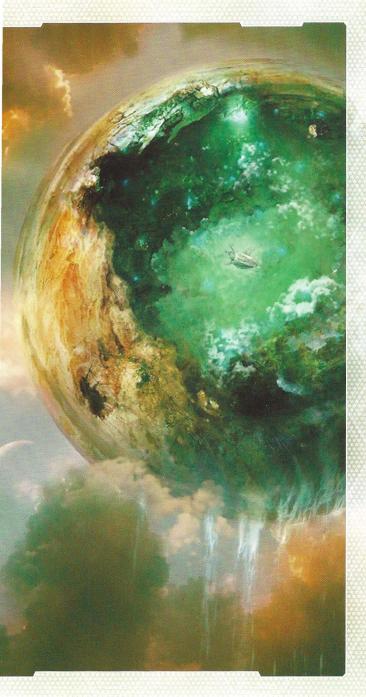
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FFXIII: STORY RECAP

In Final Fantasy XIII, the vast majority of mankind lives on Cocoon under the protection of mechanistic, almost godlike entities known as the fal'Cie. The giant "lowerworld" over which Cocoon floats, Gran Pulse, is believed to be a land both hostile and effectively uninhabitable.



One day, on Cocoon, a Pulse fal'Cie – that is, a fal'Cie native to Gran Pulse, not Cocoon, and therefore presumed to be dangerous, even explicitly nefarious in intent – is uncovered in the seaside settlement of Bodhum. At the same time, a young resident named Serah Farron is branded with the mark of a l'Cie – the name for humans "chosen" by fal'Cie to achieve a "Focus", or special task. Somewhere nearby, two individuals called Fang and Vanille awake from a crystal stasis spanning hundreds of years.

Cocoon's governing body, known as the Sanctum, announces that all residents of Bodhum are now "contaminated". The Purge is enacted — a Sanctum initiative designed to protect the stability of Cocoon by forcing civilians potentially corrupted by the Pulse fal'Cie to relocate to Gran Pulse. However, the resettlement is simply a facade to conceal the massacre that ensues. The government's true goal is the brutal extermination of all possible threats to Cocoon's society (and, it could be argued, the Sanctum's continued hegemony).

Having discovered the horrific truth, five individuals named Lightning (Serah's sister), Sazh (a father attempting to save his son, recently branded as a l'Cie), Snow (Serah's fiancé), Vanille (the l'Cie recently released from crystal stasis) and Hope (a young man visiting Bodhum with his mother, unlucky to be caught up in the chaos) all take steps to oppose the Purge, though at first for different reasons. They are united, albeit indirectly, during the separate attempts by Lightning and Snow to rescue Serah. When the five encounter the young girl, however, she is turned into crystal: the destiny of all l'Cie who complete their Focus.

After playing their part in the destruction of the Pulse fal'Cie in Bodhum, the group awakens, each one of them now bearing a mark of alien design on their bodies. This signifies their servitude to a fal'Cie and the "gift" of magical power; it is the brand of a cursed l'Cie. They must now complete their assigned Focus if they are to avoid becoming monstrous, mindless, shambling Cie'th (the fate of all l'Cie who fail to fulfill their assigned task), though none can say for sure what their mission actually entails. Their only clue is a vision they all witnessed of a great beast laying waste to Cocoon: Ragnarok.

Though they all react differently and initially split up with seemingly irreconcilable goals, the five I'Cie — soon joined by Fang — eventually regroup and set aside their differences. The six companions fight their way through the Sanctum flagship and come face-to-face with the Primarch, supreme representative of the Sanctum. The Primarch, who they thought to be human, is actually a powerful fal'Cie by the name of Barthandelus. Shockingly, the fal'Cie reveals that their Focus isn't to protect Cocoon, as they had come to assume, but quite the opposite: to *destroy* it. Barthandelus guides them to a hidden structure of Pulse origin hidden beneath the capital of Cocoon — the Fifth Ark — and then to the surface of Gran Pulse.

Seeking for a way to overcome their cruel fate, the six I'Cie scour the lowerworld and travel to Oerba, Fang and Vanille's long-deserted hometown. There they uncover an ancient prophecy that relates how, as I'Cie, Fang and Vanille transformed into Ragnarok and attacked Cocoon several centuries before. It also speaks of how they entered into crystal stasis, and later awoke, once again compelled by their Focus (though against their will) to destroy Cocoon and send it crashing into Gran Pulse.

It soon appears that the six I'Cie cannot seem to find a solution to their predicament. Either they refuse to fight, and then Cocoon will fall; or they attempt to kill Orphan, the fal'Cie that lies at the center of Eden...but this too would lead to the destruction of Cocoon, causing it to plummet into Gran Pulse. Battling their way through the streets of Eden, the six companions resolve to confront Barthandelus, the mastermind behind all that has transpired.

Lightning and her friends claim victory over the mighty Barthandelus, but in doing so awaken Orphan — the fal'Cie who keeps Cocoon aloft. Through the sheer force of the belief that they can escape their fate as I'Cie, they achieve the impossible and defeat it. At the moment of the fal'Cie's death, Cocoon begins to fall towards Gran Pulse. Fang and Vanille awaken the power within them and undergo a transformation into a colossal crystal pillar that halts the fall of Cocoon, holding it in place. Serah is freed from her crystal stasis and, standing at the base of Fang and Vanille's great sacrifice, is greeted by her friends and smiling sister. Or so it was *meant* to be...

LIGHTNING

Lightning is Serah's older sister. Three years ago, a Pulse fal'Cie gave her a Focus — an order to destroy Cocoon. Alongside her companions, she resisted her assigned fate and protected her floating home, saving millions of lives.

Shortly after the events of Final Fantasy XIII, Lightning disappeared. Many believed that she gave her life in return for Cocoon's salvation, or that she was trapped in the crystal pillar with Fang and Vanille. Serah, however, has a clear recollection of seeing her in the aftermath of The Fall — and firmly believes that Lightning is still alive.



SERAH FARRON

Serah is Lightning's younger sister. Three years ago, in Final Fantasy XIII, she unwittingly became a l'Cie and then entered into crystal stasis after completing her Focus: bringing together the six l'Cie who were destined to destroy Cocoon, though they were in fact to become its saviors.

Serah cannot accept the fact that Lightning has inexplicably disappeared. She left her home on Cocoon and currently works as a teacher in the Gran Pulse town of New Bodhum. Serah is engaged to the NORA leader, Snow, but current circumstances prevent them from being together.



Snow is Serah's fiancé and a former l'Cie. Three years ago, he gained Lightning's trust and a (perhaps slightly grudging) acceptance of his engagement to her younger sister when he fought alongside her to save both Serah and Cocoon. After the catastrophe, he left on a journey to find Serah's missing sister. The determined NORA leader has vowed not to return until he has found Lightning.



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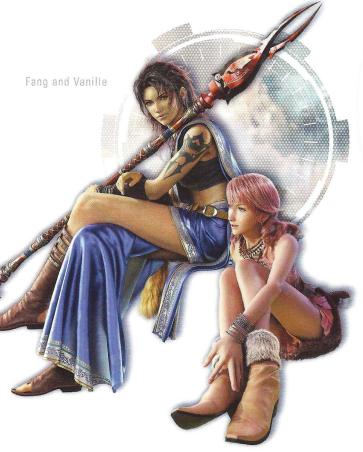
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500 years before the events of Final Fantasy XIII, Fang and Vanille — residents of Oerba on Gran Pulse — were conscripted as I'Cie and magically transformed into the terrifying Ragnarok, which subsequently attempted to destroy Cocoon. Though the monster did not succeed, the damage Ragnarok wrought at the time has never been repaired. It created the area known as the Hanging Edge. When Cocoon is viewed from Gran Pulse, this wound to its outer rim — and the constant rain of debris from the rift — remains visible.

Though Fang and Vanille failed in their apparent Focus — which would usually lead to a transformation into an abominable Cie'th — they were placed in crystal stasis aboard a Pulse fal'Cie hidden in ruins near Bodhum on Cocoon. The catastrophe that occurred centuries later was set in motion when the two friends awoke.

After meeting with Lightning, Snow and the other companions, Fang and Vanille decided to fight for the home of their new friends. After the climactic confrontation with Orphan, they both joined their efforts and unleashed their inner power to create a massive crystal pillar rooted deep in the crust of Gran Pulse to support the whole of Cocoon. Though encased in their own creation, their sacrifice was not in vain. Cocoon was saved, while all I'Cie turned to crystal were set free — including Serah.



HOPE ESTHEIM

Residents of Palumpolum, Hope and his mother visited Bodhum three years ago to view the famous local fireworks display. That same night, soldiers discovered the Pulse fal'Cie hidden beneath the town. The following day, the Sanctum sealed off the entire district. Trapped by the quarantine and unable to return home, mother and son were forced to join the other victims of the Purge.

Though he lost his mother, and long harbored a murderous resentment against Snow — whom he believed to be directly responsible for her death — Hope played a vital role in saving Cocoon.



SAZH KATZROY

Three years ago, Sazh, a top-class pilot, came to Bodhum to show his son a Sanctum fal'Cie. By an unfortunate turn of events, his son, Dajh, was turned into a l'Cie. It was during an attempt to save him that Sazh became one of the l'Cie later responsible for protecting Cocoon. It has been reported that he and his son disappeared shortly after the crystal pillar first appeared.

NORA

NORA is a vigilante group from the Cocoon town of Bodhum. As far as Lightning was concerned, NORA's actions – hunting down weak monsters and acting like heroes – were reckless and irresponsible. Snow, their leader, would later prove his genuine worth by being a part of the group who prevented Cocoon from crashing into Gran Pulse.

The remaining NORA members went on to found the settlement of New Bodhum in the harsh environment of Gran Pulse. These include Gadot, Yuj, Maqui and Lebreau.

COCOON AND GRAN PULSE

Cocoon is a satellite, an artificial moon, completely enclosed and suspended just a short distance above the vast steppes of the untamed lowerworld of Gran Pulse. Constructed and set in the sky by the incomprehensibly puissant fal'Cie, this futuristic realm was once home to several million inhabitants. After the events of Final Fantasy XIII, however, the shell rests on an immense crystal pillar, bereft of the power that once kept it aloft.



Gran Pulse is an unforgiving wilderness infested with predatory monsters. It features locations such as Oerba and the Archylte Steppe. This world once boasted a civilization that stood in conflict with Cocoon, but traces of its culture now exist only in ruins. Fang and Vanille, who are suspended in the crystal pillar that maintains Cocoon in the sky, were residents of Oerba 500 years before the events of Final Fantasy XIII.

After the catastrophe and the last-minute salvation of Cocoon by Fang and Vanille, the populace began to leave the deteriorating floating shell to create settlements on Gran Pulse. New Bodhum is one of these new towns.

THE AF CALENDAR

After the fall of Cocoon and the creation of the crystal pillar, it was decided that the calendar would be reset. A new age began from that day forth, with each subsequent year marked by the letters AF, or "After the Fall".

The events of Final Fantasy XIII-2 begin in 003 AF: three years after the end of Final Fantasy XIII's storyline.

FAL'CIE, L'CIE AND CIE'TH

The fal'Cie are sentient yet decidedly otherworldly and inscrutable entities that fulfill a wide variety of roles, from governance to essential maintenance. The fal'Cie are often mechanistic in appearance, with the most powerful regarded as being almost akin to gods. Records indicate that there may have been as many as eight million fal'Cie on Cocoon at one point, all doing their part in the daily functions of the society - even down to tasks as trivial as controlling a sliding door.

Creatures of purpose, the most potent fal'Cie have the power to bind humans to a task. Such humans are dubbed "I'Cie", and the duty given is called a Focus. The I'Cie who fail irredeemably or entirely reject their Focus face a terrible fate: they become Cie'th. These monsters were all once human beings, bound to a task that they could not or did not wish to achieve, and their monstrous mutation into life-hating beasts of spite and hatred is their punishment for failure.

Even those who fulfill their Focus are not free to return to their previous lives. The so-called reward for completing a Focus is a transformation that results in crystal stasis.

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WALKTHROUGH

Focusing almost exclusively on activities required to advance the core storyline of Final Fantasy XIII-2, this Walkthrough chapter plots a direct route from the start of the adventure to its conclusion. Readers who wish to complete the many possible optional pursuits and create a powerful, well-travelled party should use it in conjunction with the companion **Completion Timeline** and **Tour Guide** chapters for best effect.







USER INSTRUCTIONS



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* Fragments can be obtained through core story progression, as rewords for completing after quests and optimal trails, and occasionally as collectibles planed (through usually inklade) in accasionally as collectibles planed (through usually inklade) in accasionally as collectibles planed (through usually inklade) in accession as many investigation and income an automation and paperas in the Fragments accurate accur

Péxing up a l'raspnent lieude to an additional revocad of Cystoges Points. Many Fragneses connot be collected until you reach sot progression benchmarks, cougine neve abilities, or advance your porty to an appropriate level of strength to complete a connected challenge. There are an unabort that cannot be undocked until you have finished the main sturpline. You can use the Completion Timelien and Tour Guide chapters to plan an efficient path to 100% completion.

LIVE TRIGGERS

MAPS

Almost every location in FFXIII-2 has a map that can be by opening a particular treasure container, speaking to

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After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FFX0H2 combat system as Lightning engages. Chaos Bahamat in the first of two separate battles. These fights do not demand any degree of tactical finesses, so you can safely select Auto-battle and admire the scenery.

ran scenery. Scenh begins, in the NORA House. There is nothing to do have right none, so open the door and use Ω / Ω to hap over characteris ($\Omega = 1/2$ as you head for the veryopint master at head. After motion excent concess, you want orgage in a short fight one again, select Auto-battle. Your next task is to delet all excenters on the beach in from proposance conformations. To elimitate healthings, simply work into the Nations and Meconetons fighting the New Bedfum residents. The Meconetant to the left of Seen's fifter a which all the National on the Passings Shift system. If you are not familiar with Final Fastaby XIII, we suggest that you accopt the opportunity. You can also learn about Prandigms fand the connected roles consept by reading the section that begins on page 17 of the Primer chapter.

Your next objective is to investigate the impact site in the far north of the map. You can appeal to New Southern residents with speech sobble cans above their beads before you can tout, the other northing be not do in the Young Source for the time being. Head to the north is speak with Nool in the Young Source for the time being. Head to the north is speak with Nool in the Clock system. You can left suffer inferioration on this cone compensate of contact in Final Faristey 2015 2 on page 11 of the Primer chapter.

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NEW BODHUM (003 AF)

FRAGMENTS

The collection of Fragments is arguably the true measure of your progress in Final Fariatasy XIII-2. There are 160 to collect in total, syened across every focation that you can exist. The accumulation of Fragments is covered in general continuity to four Guide chapter. As a rule, we only mention them in the walkthrough if

EPISODES 1. 2 & B (PART 1) USING THE COMPLETION TIMELINE

NEW BODHUM (OOS AF)



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SUMMARY: STORY OBJECTIVES

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Before you continue, take a few moments to familiarize yourself with the structure and systems used in the Walkthrough chapter.

Main walkthrough: These numbered sections have been written to provide a balanced range of step-by-step instructions and tips to complete the main storyline while minimizing the amount of time you spend travelling back and forth between locations. By avoiding extraneous or unnecessary details, we aim to offer players concise guidance that won't spoil set-pieces or gameplay surprises. For ease of reference, all maps (including details on collectible items and monsters) can be found in the Tour Guide chapter.

New features, tactics and points of interest: Throughout the Walkthrough, you will find that we will offer additional advice on subjects or features pertinent to your current position in the storyline. These asides usually appear on the right-hand page of each doublepage spread. For example, whenever you acquire an ability or encounter something new within the game world, we offer an appropriate selection of insights, advice and trivia to help you master or understand it, or provide a page reference to a complete overview elsewhere in the guide.

Completion Timeline chapter (page 68): Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the Completion Timeline chapter offers a concise visual guide to 100% completion.

Tour Guide chapter (page 80): The Tour Guide covers each game location in every time period, complementing the Walkthrough chapter by examining all optional activities available there: from side quests to minigames, maps to treasure sphere contents, power-leveling opportunities to rare monsters. It can be used in conjunction with the Walkthrough to reach 100% completion, or as a stand-alone source of reference.

Primer chapter (page 6): The majority of game features that are inherited from Final Fantasy XIII (or are available during the opening hours of play) are introduced in the Primer chapter. If you are unfamiliar with the Final Fantasy XIII universe, you may want to make this your first port of call.

CHAPTER INTERACTIONS

Final Fantasy XIII-2 is a vast, open-ended RPG where no two players might approach its many challenges in quite the same order or fashion. The purpose of the Walkthrough chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in FFXIII-2's narrative. It presents a "realistic" first playthrough, covering all main story tasks and the strategies you need to overcome individual challenges, but is by no means the "optimal" path in terms of rewards or experiences.

To get the most out of your first run through the story, we strongly advise that you regularly use the Tour Guide chapter to explore new areas, advance your party, and enjoy secondary plotlines that are only loosely connected to the main story. This, for us, is the best way to experience FFXIII-2. You should also note that it is easy to replay individual sections of the story whenever you like, which means there is never really a "wrong" way to approach an objective – just different ways.







NEW BODHUM (003 AF)

Tour Guide: See page 84

After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FFXIII-2 combat system as Lightning engages Chaos Bahamut in the first of two separate battles. These fights do not demand any degree of tactical finesse, so you can safely select Auto-battle and admire the scenery.

Serah begins in the NORA House. There is nothing to do here right now, so open the door and use \bigcirc/\bigcirc to leap over obstacles (\bigcirc 01) as you head for the waypoint marker at the exit. After another cutscene, you must engage in a short fight: once again, select Auto-battle. Your next task is to defeat all monsters on the beach in four separate confrontations. To initiate hostilities, simply walk into the Nektons and Meonektons fighting the New Bodhum residents. The Meonekton to the left of Serah offers a tutorial on the Paradigm Shift system. If you are not familiar with Final Fantasy XIII, we suggest that you accept the opportunity. You can also learn about Paradigms (and the connected roles concept) by reading the section that begins on page 17 of the Primer chapter.

To win the battles in the Town Square area with ease, simply press ①/ ② and switch to the Slash & Burn Paradigm at the start of each fight, then let the Auto-battle function do the rest of the work.

Your next objective is to investigate the impact site in the far north of the map. You can speak to New Bodhum residents with speech bubble icons above their heads before you set out, but there's nothing else to do in the Town Square for the time being. Head to the north to speak with Noel in the Beachfront area. This conversation is followed by an introduction to the Mog Clock system. You can find further information on this core component of combat in Final Fantasy XIII-2 on page 11 of the Primer chapter.

Once the battle is over, run up the wooden path, then the natural rock ramp that follows (© 02). Whenever you see a small blue circle on the path, this indicates that Serah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nektons or Spiceacilians, stick to the Double Trouble Paradigm for short battle times; for all other enemy types (particularly the Pulsework Soldier), switch to Slash & Burn. When you reach a fork in the path, head left and open the treasure sphere to obtain the Map of New Bodhum – see "Maps" on the page to your right for more information. From this point, you can simply follow Noel to reach your destination. Fight any enemies that appear, but otherwise take the most direct route to the waypoint until you trigger a boss battle.







As soon as the confrontation with **Gogmagog** begins (© 03), switch to the Slash & Burn Paradigm to drive up the monster's Chain Gauge and inflict maximum damage. You can reduce the injuries that Serah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swipe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the Items menu whenever your party's HP gauges fall below the 50% mark.

The battle is followed by the award of Gogmagog Fragment Alpha (see "Fragments" below). Approach the object at the center of the crater and press \otimes/ Φ to interact with it.



FRAGMENTS

The collection of Fragments is arguably the true measure of your progress in Final Fantasy XIII-2. There are 160 to collect in total, spread across every location that you can visit. The accumulation of Fragments is covered in great depth in the Tour Guide chapter. As a rule, we only mention them in the walkthrough if

they lie directly in your path, or are given as rewards for hitting milestones in the main narrative.

- Fragments can be obtained through core story progression, as rewards for completing side quests and optional tasks, and occasionally as collectibles placed (though usually hidden) in a particular location. Whenever you accept a side quest or receive a main story objective that concerns the acquisition of a Fragment, a new entry appears in the Fragments menu. This features a short description of your task, and a small screenshot that offers a visual clue usually a view of a location where an object (potentially the Fragment itself) or a relevant point of interactivity can be found.
- Picking up a Fragment leads to an additional reward of Crystogen Points. Many Fragments cannot be collected until you reach set progression benchmarks, acquire new abilities, or advance your party to an appropriate level of strength to complete a connected challenge. There are a number that cannot be unlocked until you have finished the main storyline. You can use the Completion Timeline and Tour Guide chapters to plan an efficient path to 100% completion.

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LIVE TRIGGERS

Live Triggers are special events that occur during conversations or cutscenes where you have the opportunity to select one of up to four different responses. In most instances, your choice will influence the dialogue that ensues immediately afterwards. There are also periodic Live Trigger Rewards, where you receive items based on your decisions in recent Live Trigger events. These can either appear in a treasure box that materializes once you reach a specific point in the story, or may be awarded automatically when you leave an area to travel to a new destination.

Some Live Trigger moments will be missed if you fail to speak to a particular individual at the appropriate juncture; others may be bypassed entirely if you skip certain cutscenes. You can find a list of all Live Trigger opportunities — and the rewards you can potentially obtain — on page 299.

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EPISODE 3, PART 2

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MAPS

Almost every location in FFXIII-2 has a map that can be acquired by opening a particular treasure container, speaking to an NPC or completing a story requirement. However, it may not be possible to visit all areas in a location until you complete certain objectives or even acquire new abilities. New Bodhum, for example, cannot be fully explored until you reach the final stages of the main storyline objectives in the region.

Once the cinematics end, you restart in the NORA House. Even though you can now create your own Paradigms, the default Double Trouble and Slash & Burn options will be more than sufficient until you leave New Bodhum. You should, however, visit the Crystarium immediately to advance Serah and Noel: see the page to your right for advice.

Open the treasure box that appears to claim your Live Trigger Reward before you move to the waypoint. Once you regain control of your character outside, you can speak with any New Bodhum residents marked with speech bubbles. Most of these provide ambient conversations, but there are two particular points of interest. Talking to Lebreau outside the NORA House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest (1904) – see the Tour Guide chapter for all details on side quests.



Approach the rocks highlighted by a waypoint marker in the north of the Town Square area, then examine them to obtain the Lightning's Knife key item and begin a cutscene. When this ends, head to the south and examine the cat when Mog reacts. Once the chase begins, follow Mog until the cat runs behind the huts (50), then press (40) to interact with the feline as she passes by.

Once you have caught the cat, approach the group of children standing southeast of the NORA House and speak with the boy with a speech bubble above his head. When the cinematic ends, chase him through the Beachfront zone until you can catch him in the Winding Way area; tap $\otimes/$ to initiate a conversation when you move within range.

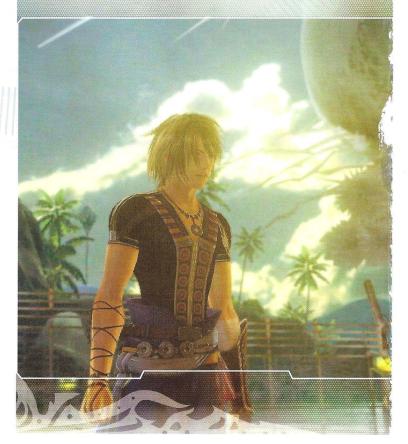
When Serah speaks with the boy, a special Live Trigger conversation will begin. This one enables you to choose answers until you pick the correct option. When the conversation ends, you obtain the Snow's Necklace key item. Look to the east for a blue circle that indicates a shortcut back to the lower level and return to the Town Square area; you can speak to Noel for an optional conversation and Live Trigger during the journey.



Enter the NORA House and head to Serah's bedroom. Examine the mirror; when the cinematic ends, you receive the Giant's Artefact—the item you will need to activate the Gate at the Meteorite Impact Site. A treasure box will appear opposite the mirror; this contains your reward for your recent Live Trigger choices. Leave the building, then head for the waypoint in the Meteorite Impact Site zone. You can now take the path on the east side of the map (the Tidal Shallows area) as both a shortcut and an opportunity to collect previously inaccessible treasure spheres (6). The first of these contains an Iron Bangle, an accessory that increases HP by 10%. We advise you to equip this on Serah.

Spend your accumulated Crystogen Points before you reach the Meteorite Impact Site, as **Gogmagog** will attack once again when you approach the area. This time, the monster will employ the Causality Barrier ability to significantly reduce its susceptibility to both magical and physical damage. Use the Slash & Burn Paradigm to rapidly drive up the Chain Gauge; Staggering the abomination will remove its shield and enable you to end the battle swiftly. If you have fought a number of enemies, you should be able to end the confrontation within the first Stagger. You can also use Potions to heal when required rather than drawing out the confrontation by employing Sentinel-based strategies. You will obtain Gogmagog Fragment Beta when the battle ends. Approach and interact with the Gate in the Meteorite Impact Site to visit the Historia Crux for the first time.





05

USING THE CRYSTARIUM

Once you defeat Gogmagog for the first time, you unlock the ability to visit the Crystarium to invest the Crystogen Points (or "CP") that you acquire through combat and by completing story and side quest objectives. This topic is far too large to cover here in any great depth, so we strongly recommend that you immediately visit page 208 of the Strategy & Analysis chapter where you will, among many other things, find...

- Information on how to maximize your party's potential growth. If you
 would like to advance Serah and Noel in the most productive manner
 possible, we suggest that you digest this section before you spend a
 single point.
- The optimum order in which to unlock new roles, Role Bonuses, ATB gauge segments and other perks available at each Crystarium Expansion milestone.
- Diagrams that illustrate the growth of Serah and Noel in all six roles.

As a very general rule, we recommend that you aim to achieve one Crystarium Expansion for Serah and Noel per main story destination visited. This should make them powerful enough to beat all generic enemies with relative ease, and remove the need for slower, more technical strategies in boss fights.

SPOILS & TREASURE CONTAINERS

At the conclusion of every battle your party will regularly obtain **Spoils**, items dropped by opponents and transferred directly to your inventory when you leave the post-combat information screens. Almost every monster has a *common drop* and a *rare drop*. You can increase the number of either item type that you obtain by securing a perfect five-star rating for each battle (see page 16 for details). This usually requires the use of a Paradigm focused on raw aggression to win each combat encounter at great speed. Your ability to

maximize the rewards you obtain is also linked to the relative strength of your party: if you struggle to hit four- or five-star ratings in standard combat exchanges, it's usually an indication that your party is somewhat underpowered.

As we explain in the Primer chapter (see page 12), you can also collect items from **treasure spheres** and **treasure boxes**. Their contents are generally useful, but often far from remarkable. It is the cumulative effect of diligently looting every container that makes a difference, as the sum total of all objects found in an area often represents a fairly gradual expansion of the resources at your disposal. The Tour Guide chapter not only contains annotated maps that illustrate the positions of all containers, but also documents interesting rewards that you can harvest from the opponents you encounter.



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CHOCOBOS

After the second Gogmagog battle, a pop-up Primer on Chocobos will appear. Riding Chocobos enables you to move rapidly through an area, and completely eliminates the threat of encountering any monsters as you travel. Hiring these iconic steeds costs one Gysahl Green per ride.

- Your current stock of Gysahl Greens will appear on-screen every time you approach a Chocobo. Gysahl Greens can be acquired by opening treasure spheres (there's one just inside the Meteorite Impact Site area), or purchased from shops later in the story.
- Chocobos appear in fixed positions on maps once unlocked, which usually occurs after you complete a critical story objective; they are represented by feather icons (
 Once you have ridden a Chocobo, it will continue to follow you around the area until you leave.
- You can open treasure spheres and boxes, speak with NPCs and examine other points of interactivity while riding. Mog can still detect potential treasures or points of interests, but your increased movement speed makes it less likely.
- Like many NPCs, Chocobos that you are not riding will run to "fight" monsters when they appear. This can slow the advance of enemies or even stop them entirely, making it easier to move the Encounter Circle away from them before the Mog Clock runs down.





Unseen Intruder



BRESHA RUINS (005 AF)

Tour Guide: See page 86

After the opening cinematic, you jump straight into a fight against Paradox Alpha. Switch to Slash & Burn immediately to increase the damage that you inflict to the entity. This boss battle features two breaks for Cinematic Action sequences (10 1). The first has one input (10), while the one that follows has three triggers (10), (10), (10). The second will automatically Stagger your colossal opponent. Switch to the Double Trouble Paradigm at this point to cut the battle short. When the closing cutscene begins, be careful not to put the pad down, as there is one final Cinematic Action: press (10) or rapidly to fill the circle.



When the boss battle ends, walk with your captors until you reach the Captain with a speech bubble above his head; speak to him to advance the story (2). In the cell, talk with Noel and the guard outside. After Alyssa arrives, speak to the guard again to secure your release. Follow Alyssa and speak to her until you obtain the Academy Communicator and the Map of the Bresha Ruins.

At this point, a Primer for the Change Leader option will appear. Only Serah and Noel can act as party leader, with your choice primarily a matter of personal preference. However, it can on occasion be useful to switch leaders to get the most out of a particular Paradigm setup. For example, there may be times when you need to adopt a less dramatic role (such as Medic) to ensure that abilities are used with maximum efficiency during a tough battle. Your party leader is changed automatically if your current leader is knocked out during a fight. After reviving either Serah or Noel, you can restore your previous leader immediately with the Change Leader option in the Battle Menu.



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Visit Chocolina's Shop (see below) in the Excavation Site area. Purchase the Meteorblaze and Howling Soul weapons, then equip them on Serah and Noel respectively to boost their effectiveness in battles by a small but currently significant degree. If you are short on funds, there are treasure spheres in the area that can be opened to obtain the necessary gil.

Head up the steps in the northeast of the Excavation Site area to reach Echoes of the Past, the largest zone in Bresha Ruins. Enemies appear throughout this area, so be prepared to fight at all times during your travels. A mandatory battle against a Cait Sith and a Zwerg Scandroid will begin not long after you first arrive (3). Use Slash & Burn to focus your assaults on the Cait Sith first (to prevent it from employing its healing ability), and the encounter should end without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanic that leads directly into another tutorial for the Feral Link ability. See "Monster Crystals & Paradigm Pack" for tips on these topics.



WOUNDS

After the dramatic opening cinematics, Paradox Alpha's first blow leads to a brief tutorial on Wounding attacks. These reduce the target's maximum potential HP. If you study an afflicted party member's HP gauge, you will notice that the red bar that represents depleted health is reduced; the "empty space" at the right of the bar represents HP drained by Wounds.

Wounds cannot be healed with standard Potions or healing spells. The only way to restore "lost" HP in protracted combat encounters is to use a Wound Potion (or a costly Elixir). Wound Potions can be purchased later in the story for 300 gil per unit.

CHOCOLINA

This exuberant individual and her mobile store can be found in the majority of locations that you visit during the main story, and in many destinations far from the beaten path.

- Chocolina's inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.
- Chocolina will also buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items until later in the story, when you can acquire a special ability that enables you to sell her items at a higher price.
- Many of the items that Chocolina sells can be obtained in treasure spheres
 or as Spoils, so save your precious gil for specific purchases. Both the
 Walkthrough and Tour Guide chapters will make comments on notable
 acquisitions when they become available.

CINEMATIC ACTION SEQUENCES

Very occasionally, certain battles (or the cutscenes that follow them) feature special Cinematic Action sequences that challenge you to press specific buttons or stick directions to accompany actions made by Serah or Noel. You can obtain minor bonuses by successfully completing all possible interactions. This is acknowledged by a popup message and a Cinematic Bonus item on the subsequent Spoils screen.

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FINAL EPISODE

MONSTER CRYSTALS & PARADIGM PACK

Almost every monster you face in Final Fantasy XIII-2 is tameable—and therefore a potential addition to your Paradigm Pack. To recruit a new creature, you must defeat it and receive a Monster Crystal at the end of the battle. This system is a complicated and absorbing part of the combat system. You can turn to page 220 of the Strategy & Analysis chapter for a comprehensive overview of all related topics.

- Press (R) / RB during a battle (or visit the Bestiary) and study the information below the Report heading. This will tell you if a monster is tameable or not, and its role if applicable.
- Once you have acquired a monster, you can add it to one of the slots in your Paradigm Pack (the trio of "active" monsters that can fight alongside you during battles) and configure your Paradigm Deck to deploy it in combat. Each creature has a fixed role, so there is a degree of strategy in selecting three that will complement your favored Paradigms.
- The HP of all monsters in your Paradigm Deck during a battle is connected: if one sustains injuries that reduce its HP to 40%, this will be true of any other monster that you bring into play with a Paradigm Shift even if they have vastly different maximum HP totals.
- Monsters cannot act as party leader. If both Serah and Noel are incapacitated, you will always be taken to the Game Over screen.
- Monsters can be upgraded via the use of Monster Materials at the Crystarium. You can also "infuse" a favored monster with other Monster Crystals to transfer their abilities.
- You can increase your chances of obtaining a particular monster variety by defeating them with a Feral Link special ability.



When you reach the Gate, speak to the nearby soldier (04) to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press () be to perform a Moogle Hunt to reveal the Wild Artefact, then collect it. You can also speak to other individuals in this area to begin the Unio Mystica and Ghast Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

While entering the tunnel on the west side of the Echoes of the Past area isn't mandatory, you can pick up items and encounter different enemy varieties inside. We specifically recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (© 05) to obtain the Pulse Knight Monster Crystal. This Sentinel can be easily upgraded to its maximum Level 20 with Monster Materials. Fully leveled, the Pulse Knight can boast over 2,000 HP and possesses key SEN abilities. This alone should make it a permanent fixture in your Paradigm Pack until at least halfway through the main storyline, and enable you to focus Noel's development in the COM and RAV roles for the present time.

When you approach a separate tunnel entrance in the northwest of the area (006), a cutscene will begin. This introduces the possibility to weaken Atlas before you confront him. As it happens, this is the only realistic way to defeat this colossal opponent at the present time. Enter the northern tunnels and head to the new waypoint.

When you arrive at the room with the "Can we control Atlas?" waypoint marker, the party will be sucked into a Temporal Rift. To escape, you must solve three stages of a puzzle known as a Tile Trial, with your objective being to collect all available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to Temporal Rift puzzles, and should present you with no difficulties. If you would like to learn more about Tile Trials, or if you need a visual solution, see page 244.

Once the Anomaly has been resolved, you will obtain the Delicate Crystal Fragment and 200 CP. Interact with the control device to weaken Atlas, then exit the tunnels via the path that leads south then bends to the east. Spend any Crystogen Points you have accumulated, and ensure that you have a suitable set of Paradigms: you are now ready to confront the mighty war machine.



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MOOGLE HUNT

You will regularly encounter treasure spheres, treasure boxes and assorted objects that are "out of phase" with your current locale, as represented by their shadowy transparent outline (© 07). To make them tangible, move within range and tap () to have Mog work his wondrous magic. Note that you cannot use the Moogle Hunt while riding a Chocobo, or if the Mog Clock is active.

Mog will usually react and lead you to the hard-to-see "phased" containers or collectibles when you move within range. However, this isn't always the case, so you will benefit by studying environments carefully when you first explore them. You can find the precise locations of all objects of this variety in the Tour Guide chapter.

PARADIGM DECK

The ability to capture and deploy individual monsters as party members necessitates a reshuffle of your Paradigm Deck, as you can now have three active combatants take part in battles. You can study a comprehensive overview of all Paradigms and their tactical applications on page 202 of the Strategy & Analysis chapter.

As mentioned in entry of the walkthrough, we advise that you make it a priority to capture a Pulsework Knight to add a monster Sentinel to your roster. You will also need to recruit a more powerful Ravager than the Zwerg Scandroid in the not-too-distant future — see "Recommended Activities" overleaf for details. For the present time, consult the accompanying table for a collection of Paradigms that should cover all your needs for the challenges that lie directly ahead.

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		NOEL	MONSTER	NOTES
Relentless Assault	RAV	сом	RAV	Set this as your default Paradigm for the majority of combat encounters. With two RAVs driving up the Chain Bonus, Noel can slow the rate of Chain Gauge depletion and use his great strength to inflict maximum damage.
Delta Attack	RAV	COM	SEN	Once you have a Pulse Knight in your Paradigm Pack, Delta Attack is a staple for fights against hard-hitting opponents.
Tri-disaster	RAV	RAV	RAV	When a strong opponent's Chain Gauge is partly filled, this Paradigm can be used to accelerate th arrival of an imminent Stagger and drive up the Chain Bonus at great speed.
Diversity	RAV	COM	MED	If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party's ailments and injuries.
Mystic Tower	RAV	RAV	SEN	If you are using Delta Attack, this Paradigm can be used to greatly accelerate the growth of the Chain Gauge as you approach the Stagger Point for a tough opponent.
Consolidation	SEN	SEN	MED	A vital strategy for tougher bosses in Final Fantasy XIII-2 is to instantly "turtle up" with Sentinels whenever you receive warning that an attack is imminent. This variant introduces a MED for immediate healing, though you could alternatively opt for the ultra-defensive SEN-SEN "Tortoise" Paradium instead.



Approach **Atlas** to begin a boss battle. The fact that your party isn't immediately reduced to a greasy smear on the battleground reflects the fact that Atlas has been severely weakened. If you took our advice to capture and train a Pulse Knight to act as your party's main Sentinel, you can employ the Delta Attack Paradigm and simply use a couple of Potions to heal Noel and Serah when their HP falls below 40%; a maxed Pulse Knight will barely sustain a scratch during this fight. Once Atlas has been Staggered, switch to Relentless Assault to finish him off. There is a Cinematic Action sequence directly after the fight, so be ready to react to the on-screen prompts (①, ②/③, ①, ②/④, ②/④, A.), ②/④). In addition to the standard Spoils, you will obtain the Atlas Fragment and a massive 2,500 CP bonus when play resumes.



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Approach the waypoint marker in the Lamentable Rest zone to the east and examine the monument to advance the story. After the cinematics end, Chocobos are unlocked on the map. Open the treasure box to claim your Live Trigger Reward, then use the Moogle Hunt ability to reveal the nearby Eclipse Artefact highlighted by a waypoint marker. You can then travel to the next waypoint on the west side of Echoes of the Past, just south of the tunnel entrance. Approach the metal bars and use the Moogle Hunt to reveal the Reunion Artefact just beyond them (8).

You now have the Artefacts required to open both of the available Gates in

this region. The Gate in the southeast of Echoes of the Past leads to Yaschas Massif (010 AF), while the Gate in the tunnels to the west leads to Sunleth Waterscape (300 AF). While Yaschas Massif is the destination we advise (and the next locale covered in this walkthrough), you can make a profitable early trip to Sunleth Waterscape beforehand to pick up a special ability – see Recommended Activities on the adjacent page for more details.

When you are ready, head to the Gate north of Chocolina in the Echoes of the Past area and unlock it with the Eclipse Artefact to return to the Historia Crux. Select the Yaschas Massif (010 AF) destination.

FERAL LINK ABILITIES

Every monster that you capture and employ to fight alongside Serah and Noel can unleash a special attack known as a Feral Link ability.

 Each monster in your party has a Feral Link gauge that appears in the bottom right-hand corner of the screen whenever they are active in combat (© 09). Unlike the HP gauge, the Feral Link gauge is unique to each monster in your Paradigm Pack.



 The Feral Link gauge gradually charges for all monsters in your Paradigm Deck during a battle. The fastest way to fill the gauge is to build large Chain Bonuses against your opponents.

 Feral Link abilities have two secondary properties. This first is to increase the probability that you will capture a tameable monster if the skill is used to successfully defeat them. Secondly, using a Feral Link attack can sometimes interrupt or cancel an enemy ability or assault – a useful trick in encounters against powerful opponents.

RECOMMENDED ACTIVITIES

Though not mandatory, the following optional tasks will be of great benefit to your party.

• Once you have activated the control device and defeated Atlas, we recommend that you travel to Yaschas Massif and complete the Prophecy of Hope episode. However, taking a brief detour to Sunleth Waterscape (via the Gate in the tunnels to the west) to complete a handful of early objectives can be extremely advantageous. If you have a fully leveled Pulse Knight to act as a Sentinel, the opening battle against the Royal Ripeness can be tough, but ultimately beatable. If you then follow the walkthrough on page 46 until you obtain the Moogle Throw ability (which only takes a few minutes), you can leave immediately via the Return to Historia Crux option; your progress to this point (including your precise position) will be stored for your later return.

• Armed with the Moogle Throw and a Pulse Knight in your Paradigm Deck, return to Bresha Ruins (005 AF) and turn to page 86 of the Tour Guide to learn how to access the "secret" sealed area in the southwest of the map. On arrival, you can find a treasure sphere that contains the Butterfly Bow for Serah – a weapon far superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear in pairs close to the southwest Gate or outside (10), and will make a powerful addition to your Paradigm Deck as a Ravager.

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EPISODE 3, PART 1

Prophecy of Hope



YASCHAS MASSIF (010 AF)

Tour Guide: See page 90

Due to the relative ease of fighting most enemies in this area, this is the best path to take after you complete Bresha Ruins (005 AF). If you took our advice on optional activities, you should now have the Moogle Throw ability from a quick side-trip to Sunleth Waterscape, a Pulse Knight as your principal SEN and an Albino Lobo to act as a second RAV in the Relentless Assault Paradigm.



You start in the Pass of Paddra area. Speak to the Researcher to learn more about the location; you will obtain the Map of the Yaschas Massif at the end of the cutscene. Head north, then follow the path to the west when you reach a barrier. As you reach the darkened area, a Primer introducing the function of searchlights will appear. Standing in these pools of light (or other illuminated areas) will return the Mog Clock to green whenever the mighty Feral Behemoth appears: see the page to your right for more details on this opponent.

To avoid conflict with this high-level monster, use the searchlights and fixed light sources to head north (\odot 01), then follow the path that leads to the east when you reach Chocolina.

When you arrive at a junction with paths leading north and south, head north towards the waypoint marker. Speak to the woman by the barrier to trigger a battle against Aloeidai. This opponent has a massive 52,990 HP, inflicts status ailments to weaken the party, and employs a vicious Landshatter attack that hits all team members at once (2). A relatively weak party may need to bring in a Medic to heal during the fight, or even operate with a SEN in the Delta Attack Paradigm to grind through the battle. However, if you have already unlocked a few Crystarium Expansions for Noel and Serah, it's possible to achieve a swift victory with Relentless Assault alone: Aloeidai can fall during the first Stagger if you increase the Chain Bonus quickly with Ravagers. Your reward for winning the battle is the Aloeidai Fragment, and the opportunity to meet an old friend.



03

Once you have spoken to Hope and Alyssa, talk with the guard to gain access to the ruins (3). Follow Hope, speaking with him whenever he stops, until you reach their base of operations at the top of the ramp. When the cinematics end, you will obtain the Hollow Artefact. At this point, your next destination - a Gate directly south of the Paddraean Archaeopolis, in a dead end on the easternmost tip of the Pass of Paddra - is flagged with a waypoint. You can speak to Hope again for more plot details and an optional Live Trigger, then travel to the Gate and activate it with the Hollow Artefact. This unlocks Oerba (200 AF): your next destination.



FERAL BEHEMOTH

The Feral Behemoths that lurk in the shadows in the west of the Pass of Paddra area are far ahead of your party's normal development for this stage in the story. You are encouraged to avoid them, and can do so easily by using the pools of illuminated tranquility throughout the area.

If you have a max-level Pulse Knight to call on, however, it's actually possible to beat a Feral Behemoth with a fairly standard party during your first visit - but only if you're prepared for a bit of a slog. Start the battle with the Delta Attack Paradigm, then, with Noel as party leader, use the Abilities menu and repeat the Ruin attack to have Noel inflict damage while maintaining a safe distance. With a little luck, your Pulse Knight will keep your opponent occupied while you chip away at its HP gauge with ranged assaults. The basic rewards for beating a Feral Behemoth aren't remarkable - a fairly average sum of CP and gil, plus a Behemoth Fang key item for a later side quest – but there is also a chance that you can obtain its crystal and add a supremely powerful COM to your Paradigm Deck. In truth, it's far from essential, and a task that can be accomplished with far greater ease further into the story - but those seeking a challenge can certainly defeat this beast right now.

HISTORIA CRUX

The Historia Crux is the equivalent of a world map - it's an interface that connects all locations in the game and enables you to visit them. To unlock new locations, you must activate Gates with specific Artefacts that are scattered throughout the various regions. The number of Gates available in each location is represented by icons that appear below the location's name on the Historia Crux. Orange icons represent Gates that you have already activated, while white icons are used to show Gates that you have yet to unlock.

- You can return to the Historia Crux via a Gate or with the corresponding option in the Pause menu. You will always reappear in the same position when you return to a location at a later date. This makes it possible to make progress in one area, then leave for another - particularly if the challenges are too great for your party at that stage in its development.
- Your progress is always autosaved when you return to the Historia Crux. You can also select the Save option to create a new save file if you wish. As a general rule, you will always restart at the Historia Crux when you return to the game.

The Historia Crux reveals the total Fragments you have collected in the upper-left corner of the screen, and you can also examine each destination to see your progress in that region. Note, however, that certain Fragments cannot be collected until you meet specific requirements.





DERBA (200 AF)

Tour Guide: See page 93

On arrival, turn around and look to the left of the Gate; use the Moogle Hunt ability to reveal the Giant Egg Fragment, then collect it. Walk to the north, then call on Mog to expose a Temporal Rift. Examine it to begin a Crystal Bonds puzzle with a single stage to complete. Your objective is to run across the floor tiles and manually connect crystals of the same color to complete the "constellation" (10 04). Turn to page 244 to read a wide selection of tips on this puzzle type. You will obtain the Time's Stardust Fragment as a reward.

Once you return to the streets of Oerba, a new section of the map will be revealed. Jump over the broken wall section close to a billboard, then head east along the path behind the building. Move south down the steps, then head west. You can shop with Chocolina here, and enter the house south of her to pick up the Map of Oerba inside the treasure sphere on the lower level. Once you have this, head to the north and perform a Moogle Hunt when Mog reacts to expose a second Temporal Rift. This features two Crystal Bonds puzzles to solve. Completing these restores more of the Oerba area, and leads to the reward of the Time's Shell Fragment.

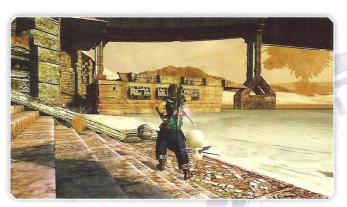
Head up the slope north of Chocolina and head west. Run down the steps to the north and use the Moogle Hunt ability to reveal a third and final Temporal Rift. Examine it, then solve the three Crystal Bonds puzzles. All sections of the Oerba map will now be restored, and you will obtain the Time's Coral Fragment.

Head to the steps on the east side of the map, close to the Gate, then walk down to the beach. You can now run to the west to reach the Deserted Schoolhouse area (© 05). Run up the stairs to reach the roof terrace, spend all available Crystogen Points, then examine the Oracle Drive to trigger a cinematic sequence followed by a boss battle against Caius Ballad.

Caius has a tendency to focus his attacks on a single party member. With a party five expansions into the Crystarium (based on our recommended leveling goal of approximately one Crystarium Expansion per main story location), you can just about brazen your way through this with Relentless Assault if you Stagger him quickly, though this may require the use of a Phoenix Down or two, and perhaps a handful of Potions. A more conservative Delta Attackoriented strategy is far less risky, but will extend the battle time.

When the confrontation ends, collect the Artefact of Origins to trigger a cutscene, then drop through the broken skylight to open a treasure sphere before you travel to the Gate. Chocobos are now unlocked on the map, but there's no need to waste Gysahl Greens: your destination is only a short walk away. Activating the Gate with the Artefact of Origins opens the Yaschas Massif (01X AF) location; you will also receive a Live Trigger Reward when you return to the Historia Crux.





ARTEFACTS & GATES

on page 263.

inside containers



you activate a Crystal Gate; if you have none in your inventory, the Gate will remain resolutely locked. We reveal the location of all Wild

Artefacts in the Tour Guide chapter, and you can find a useful checklist

"Scorched Gates" are those that have been used to travel to or from a destination at an earlier date. Interacting with these simply allows you to return to the Historia Crux.

ADORNMENTS

Visit the Monsters menu to rename any creature in your possession, or customize their appearance with Adornments. These items are usually collected as bonuses

(particularly for Live Triggers and Cinematic Bonuses), and

can occasionally be purchased from Chocolina or found

Adornments are purely aesthetic in nature, and confer no

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TOUR GUIDE

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EPISODE 5

FINAL EPISODE

There are three different types of Gates that you will encounter in the many destinations you visit in FFXIII-2. Each Gate can only be activated using an Artefact.

"Shining Gates" require a very specific Artefact to activate, and are generally used to unlock all mandatory story destinations.

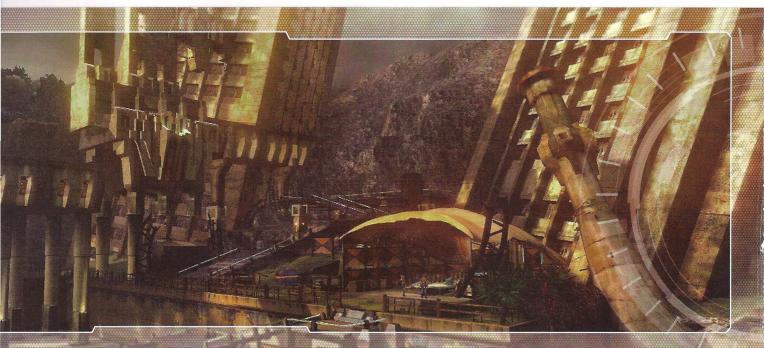
"Crystal Gates" require a Wild Artefact to activate, and usually lead to optional areas where you can complete side quests and conquer many other challenges. However, you consume one of these items whenever

GATE SEALS

Gate Seals are special collectible items that enable you to replay areas from the beginning via a special option at the Historia Crux, potentially obtaining Fragments or other rewards for completing story objectives in a different way.

- Each destination in FFXIII-2 has its own unique Gate Seal. We reveal where these can be found in the Tour Guide chapter.
- Closing a Gate with a Gate Seal will rewind time to the point where you first visited the area. However, you can return to the Historia Crux and use the "Open Gate" option to restore the timeline to its previous state at any time.
- You will not lose any items or abilities when you close a Gate: Serah, Noel and their possessions are completely unaffected.

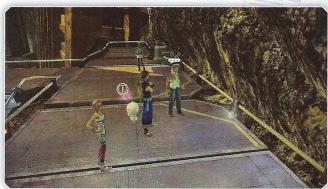




YASCHAS MASSIF (01X AF)

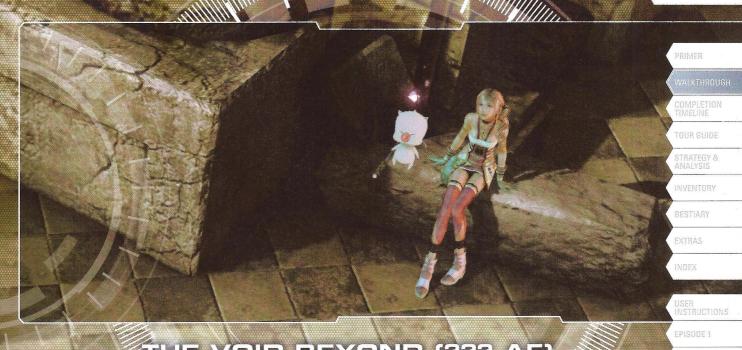
Talk with your companion after you arrive (this leads to a Live Trigger), then travel straight to the Paddraean Archaeopolis to trigger a cutscene. When it ends, speak to your companion again, then head to the operations center to converse with Hope. Once the cutscenes are over, speak to him again for a Live Trigger, then talk with your companion. The barrier blocking the path to the southeast area of the Archaeopolis will be removed at this stage. After one further cutscene, you can open a treasure box behind Hope and Alyssa to collect your Live Trigger Reward. Chocobos now appear on the map.

Head to the waypoint up the stairs and perform a Moogle Hunt to find the Mysterious Artefact to the right of a treasure sphere (06). You must now travel to the Gate in the very south of the Pass of Paddra area. After you use the Mysterious Artefact to activate it, you are returned to the Historia Crux... but something is seriously amiss. Select The Void Beyond (Year Unknown) to









THE VOID BEYOND (??? AF

This visit to The Void Beyond is brief, as there is little that you can achieve in the area at this stage. On arrival, you can find the Map of the Void Beyond in a treasure sphere just south of your start position. If you have the Moogle Throw ability, you can also open two treasure spheres located outside the boundaries of the tiny area that you can currently explore (7).

There is nothing more to accomplish here, so enter the Spacetime Distortion. A Primer offers additional information on Gates and Fragments when you return to the Historia Crux, but this is simply a prompt to visit another area to advance the main storyline. A new destination, described as "Locked Location (Year Unknown)" is available beneath Yaschas Massif (01X AF), but there's nothing to do there just yet. Instead, it's now time to complete The Sunleth Waterscape (300 AF). If you unlocked the location to obtain the Moogle Throw ability earlier, you can head straight there from the Historia Crux. If not, return to Bresha Ruins (005 AF) and open the Gate inside the tunnels on the west side of the Echoes of the Past area. See page 86 of the Tour Guide chapter for a map that illustrates its precise location.

COMPONENTS

Though many of the weapons and accessories that Chocolina sells are available "as-is" for a sum of gil, some objects can only be purchased once you acquire items known as Components. These collectibles, usually obtained by defeating particular monsters, are something that you will gradually accumulate as you play through the main storyline and explore optional areas of the Historia Crux. The Tour Guide chapter contains regular prompts and tips on acquiring Components; you can also learn more on page 265 of the Inventory chapter.

Certain staple Components are required for multiple weapons and accessories; others may only be required for a single potential purchase. Some are especially rare, and may necessitate a fair amount of labor to acquire; others you will accumulate in numbers far in excess of the requirements for item purchases. You will acquire an ability in the not-too-distant future that enables you to increase the price at which Chocolina purchases items from your party. When you pick this up, we suggest that you sell extraneous Components for a healthy profit.



07

DELICATE AND DURABLE ACCESSORIES

In addition to "standard" accessories, Chocolina sells Delicate or Durable variants that offer a slightly reduced or enhanced effect, with an attendant reduction or increase in their Capacity cost. As we explain on page 21 of the Primer chapter, the ability of Serah and Noel to equip accessories is governed by their Capacity limit, which starts at 50. While you can increase this (via three potential Crystarium Expansion bonuses) to a maximum of 100, this isn't the most profitable way to level either character at this stage in the story.

With the Cie'th Tear Components acquired during your journey through Oerba, you now have the opportunity to purchase the Delicate versions of certain staple accessories, which have a Capacity cost of 25 – particularly the Delicate Iron Bangle and Delicate Power Wristband. Equip two of the former on Serah, and you can obtain a +16% HP boost to the weaker of your two core party members. Noel, in his principal role as COM damage-dealer, will benefit from the +16% increase to his Strength stat that a pair of Delicate Power Wristbands can provide. You can mix and match different configurations of Delicate accessories to suit the needs of your party, but it's a quick, easy and relatively inexpensive way to boost your party's effectiveness within the existing Capacity limit of 50.

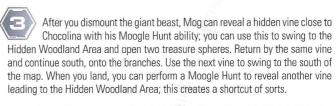


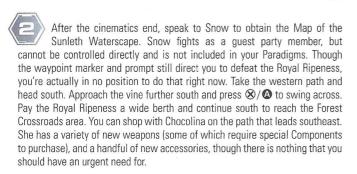
SUNLETH WATERSCAPE (300 AF)

Tour Guide: See page 102



NOTE: If you took our recommendation to visit Sunleth Waterscape directly after Bresha Ruins (005 AF) to pick up the Moogle Hunt ability, the end of the ride in the Animal Trail area is your cue to turn to page 40 and complete Episode 3, Part 1.





From the Forest Crossroads, walk southwest and jump over the tree stumps to trigger a cutscene. When this ends, a Primer for the Moogle Throw ability will pop up. Instead of throwing Mog at the marked treasure sphere straightaway, use the Moogle Throw to collect the one to the right of it and another on the east side of the tunnel beforehand (© 02). When the friendly giant continues its walk to the south, face the east side of the tunnel and throw Mog to collect the Wild Artefact hovering in space when you pass it.



03

Jump onto the tree branch to reach the Bumpy Bough zone, and continue on the linear path until you reach the Isle of Arboreal Embrace. Approach the Miniflans to begin a short and uncomplicated battle (© 03). You will obtain the Combat Artefact after it ends. Chocobos are also unlocked at this stage, though there is no need to use one — the Gate you are travelling to is a short walk to the west in the Bow Isle area. On arrival, use the Combat Artefact to activate the Gate and unlock the Coliseum (??? AF) destination.



COLISEUM (??? AF)

Walk down the steps to the arena to trigger a conversation with the Arbiter of Time; you will obtain the White Hole Gem Fragment when the cutscene ends. Before you leave, run over to the north side of the area to find four treasure spheres that can be opened with the Moogle Throw ability. An out of phase treasure sphere right beside the Gate contains the Map of the Coliseum (© 04). Return to the Historia Crux and head back to the Sunleth Waterscape.



04

USER INSTRUCTIONS

PISODE 1

EPISODE 2

EPISODE

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FINAL EPISODE

SUNLETH WATERSCAPE (300 AF)

Retrace your steps via the Animal Trail to reach the Forest Crossroads, then head southeast onto the Lush Woodland Path. You will find your progress thwarted by shadowy apparitions; perform a Moogle Hunt to disperse the Miniflans (© 05). Continue east, then use the vine to swing to the south. Run east to the waypoint to encounter another group of Miniflans, and walk into them to initiate combat. When the battle ends, you will be awarded the Thundering Artefact. Open the treasure box that appears to claim your most recent Live Trigger Reward. Don't swing back on the vine straightaway — instead, head down to the lower area to collect the Extraordinary Egg Fragment using the Moogle Throw.

You must now travel to the Gate in the northwest of the map. Once again, don't get too close to the Royal Ripeness when you pass it, you need to swing on a vine to reach the Undergrown Path area where the Gate is located. Use the Thundering Artefact to activate it and unlock the Archylte Steppe (??? AF) destination: your next port of call.



MOOGLE THROW

This highly profitable ability enables you to obtain collectibles that would otherwise remain tantalizingly out of reach.

- Hold I)/II and use Is to aim Mog then tap III/III to hurl him in the specified direction. If Mog's trajectory takes him close to a container or collectible item, he will automatically stop, hover and claim the reward for you. Mog is unavailable for further Moogle Throws or the Moogle Hunt ability until he teleports back to your party.
- With objects floating in space, we find it effective to aim Mog just above the item you wish to collect. Hurling him directly at a container can result in his bouncing from its surface.
- If Mog is busy opening a container (or, after an inexpertly aimed throw, caroming from pillar to post), the Mog Clock will count down at an accelerated pace.
 You may find it useful to stand still until he returns to avoid this penalty in areas populated by more powerful monsters.
- If Mog should wander off or be out of the desired range when you need to call on his Moogle Hunt ability, you can tap [1] (18 briefly to move him into position.



THE ARCHYLTE STEPPE (??? AF)

Tour Guide: See page 105

The Archylte Steppe is a sizable area with an astonishing variety of monsters and optional tasks to perform. You can refer to page 108 of the Tour Guide chapter to learn about some of the activities that you can reasonably hope to succeed in straightaway.



06

You begin in the Plains of Eternity area. Head through the opening to the north to reach the Nomad Camp, then run up the steps (© 06). Speak to Tipur at the waypoint marker in the cabin on the hill to obtain the Map of the Steppe, then strike up a conversation a second time to begin the Goblin Fragment quest. Jump straight from the cliff edge and proceed to the waypoint marker. The battle that ensues on arrival pits you against three Goblins, a Miniflan and a Chocobo. The latter is the most dangerous of these, but you can actually cruise through with Relentless Assault, targeting weaker enemies first, if your party is in line with the progression curve for this point in the game. You are given the Goblin Fragment on completion of the battle. As a fringe benefit, you also obtain a Chocobo crystal. Be sure to keep this safe, as it will have a unique application in the not-too-distant future.

Interact with the Waystone — a red Cactuar statue north of your position after the battle with the Goblins — to obtain the Crimson Crystal Fragment and be transported straight back to camp. Though Fragments are a one-time reward, you can use red Waystones all over the Steppe to teleport to the Nomad Camp at any time.

Speak to Tipur again, then chat with Myta at the foot of the stairs to begin the Woolly Stone quest. You need to gather three types of wool from the large sheep that wander the plains south of the Nomad Camp. The trio that you must catch are highlighted by overhead speech bubbles (© 07). They have a tendency to run when you approach them; try to steer them towards walls, cliffs or other obstructions to cut each chase short, tapping (A) rapidly to obtain the wool when you move within range. Return the three types of wool to Myta to obtain the Woolly Stone Fragment.

Speak to Myta again to learn about the weather-controlling device. Head up the steps and talk with the Hunter in the cabin. Bring on a heat wave by moving both levers to the down position (8), then speak with Tipur. You cannot hope to beat the Long Gui that blocks your path to the waypoint marker, so return to the machine and move the right-hand lever to the up position to change the weather to stormy. Spend any Crystogen Points that you have accumulated, then run to the waypoint in the Sanctorium area.

Faeryl is aggressive from the start and has some reasonably powerful attacks, so it's a good idea to begin the battle with the Delta Attack Paradigm. It absorbs Fire and Wind yet has a weakness to Ice and Lightning; we advise you to control Serah and set up (and then repeat) Ice- or Lightning-based attacks via the Abilities menu. When the Chain Gauge is almost full, ensure that your party is in good health (use a Potion or two if necessary), then switch to Relentless Assault to finish the battle rapidly: Faeryl falls quickly once Staggered.

Your post-battle rewards include the Black Hole Gem Fragment and 3,500 CP; you can also open a nearby treasure box to pick up a Live Trigger Reward. Beating Faeryl satisfies all main storyline requirements for the Archylte Steppe, though you are free to explore the area if you wish: see page 105 of the Tour Guide chapter. When you are ready, return to the Historia Crux and travel to Sunleth Waterscape (300 AF) for a long-awaited showdown.









SUNLETH WATERSCAPE (300 AF)

On your return after defeating Faeryl in the Archylte Steppe, head to the waypoint in the Assembly Area. The Mutantomato is a much-diminished incarnation of the Royal Ripeness, and shares many of its attacks and characteristics. It can inflict Poison with its Belch attack, uses Pouty Pudding to apply buffs, and absorbs Fire, yet has a weakness to Wind. You can start the fight with Delta Attack if you prefer to err on the side of caution, but the battle is effectively over once the Mutantomato has been Staggered. As it is susceptible to the Launch ability used by Commandos, you can safely opt for all-out attack with Relentless Assault and time your assaults to keep the monster impotent and airborne.

Your rewards for defeating this boss are the Mutantomato Fragment and 3,500 CP. When gameplay resumes, travel to the Assembly Area to collect the Mysterious Artefact using the Moogle Throw (90). Use this to activate the Gate in the Forest Crossroads area. On your return to

the Historia Crux, you are once again confronted by a limited set of three potential destinations. Select The Void Beyond to continue.



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EPISODE 5

FINAL EPISODE

THE VOID BEYOND (828 AF)

After the opening cutscene, open the two treasure spheres if you didn't claim their contents during your earlier visit to this location. The two treasure boxes on the west side of the area must be opened with the Moogle Throw, and contain the 'Prediction' Gate Seal and 'The Calm' Gate Seal: be sure to pick these up (1 10). You can optionally examine the crystal throne for a comment from the party leader.

Once you are ready, interact with the Spacetime Distortion in the east to advance the story and unlock two new locations: Serendipity (??? AF) and Academia (400 AF).

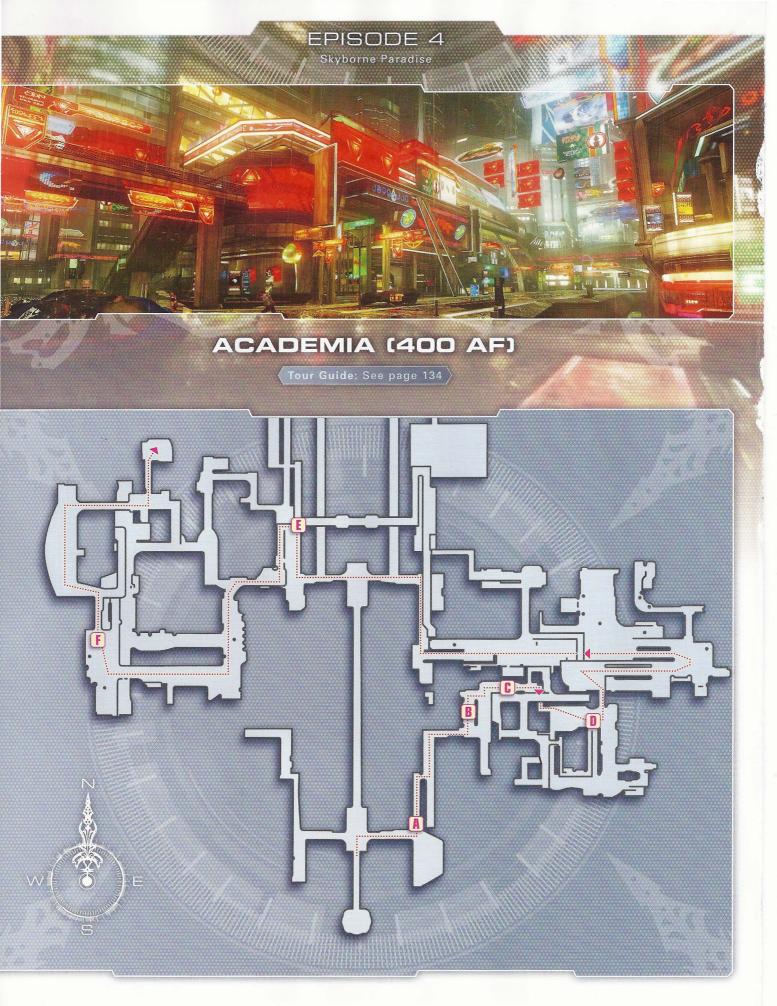


10



GRIMOIRE HAT

Found in a treasure sphere in the Nomad Camp, the Grimoire Hat has two Passive Abilities that can make it a highly interesting choice of accessory. The 'Kill: Libra' bonus enables you to rapidly accumulate information on new enemies, which means that you can discover (and then address or exploit) their strengths and weaknesses after fewer encounters. The Improved Potions bonus doubles the effects of Potions used by the wearer, which means that a party in line with the leveling curve can potentially forgo Paradigms that feature a Medic until later in the main storyline. Potions can be farmed easily in New Bodhum (003 AF): see page 84 for details.



After the opening cinematics, you will find the area infested with twisted Cie'th. As the Ghouls are wandering in the open, the Mog Clock mechanic works in a slightly different way. Once it appears, it essentially functions as a timer for you to hit an opponent and secure a Preemptive Strike: there is no way to escape battles. While the Potent Orbs dropped by Ghouls are valuable, the Crystogen Points and gil hauls obtained from each fight are tiny. There are always plenty of monsters around, with others teleporting in, so we would also advise that you leave the collection of most treasure spheres that don't lie directly on your path to a later date.



After reading the Primer, you are given a Map of Academia. In the corridor to the north (B), you can speak to Miss Horizon to start the Academic Rank: Paradox Professor side quest (see page 136 for more details), shop with Chocolina, and open a treasure box containing the 'Farewells' Gate Seal. Chocolina has a number of new items on sale. The Raging Arc and Blazing Spirit weapons cost a substantial 4,500 gil each, but offer a significant boost to Strength and Magic.

Once you are ready, fight the three Koboldroid Yin enemies (), then head up the small steps to the south just beyond the barrier (202). Head east again to position , where you must fight the Fencer enemy. With a solid party, you can beat this opponent quickly with Relentless Assault, though its propensity for targeting a single party member with a succession of attacks can make it fairly dangerous. If you experience difficulties, use Delta Attack.





When the barrier is lowered, head up the steps leading north to trigger a cutscene. When this ends, you must fight a Ghoul and a Taxim. Afterwards, operate the control panel to reverse the direction of the moving walkway and run down to reach the Grand Avenue area. You will now regularly encounter Taxims. Their Wound attack is powerful, but they fall quickly. They will also on occasion use Blizzara, an attack with a wide radius of effect that packs a nasty punch.

Continue along Grand Avenue until you trigger a cutscene; following this, the Nelapsi enemy type will begin to appear in battles. You will now almost exclusively fight combinations of Nelapsi and Taxim. Head down the steps to reach the Central Bridge area. After the cutscene, jump over the broken walkway sections to reach the west side of the map (© 03). Operate the control panel at position (), then head up the ramp to arrive in New Town. Battles become more difficult at this point, with each encounter featuring larger numbers of enemies, but you should be amassing Crystogen Points at a fairly ferocious rate as a consequence.



There is a cutscene when you reach the waypoint, followed by a fight with a Nelapsi and a new foe: the Cocytus. Defeat the Nelapsi before you tackle the Cocytus. This enemy has far more HP than other opponents, and its Levinbolt attack inflicts a reasonably worrying degree of damage. Stick to Relentless Assault and focus on driving up the Chain Gauge; subsequent encounters will be easier once its immunity to Lightning and weakness to Wind have been revealed. After another cutscene, this will be demonstrated when you fight a second mandatory battle against a single Cocytus. After the next cinematic interlude, you must fight a boss battle against Zenobia, potentially one of the most challenging opponents you will have faced so far.

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Zenobia uses its Defensive Stance ability to render itself impervious to damage from the start of the battle. To break this state, you must attack and defeat the Vaballathus tentacles. Start the battle aggressively with Relentless Assault until the tentacles have been dispatched, then use occasional Potions to attend to injuries while you drive up Zenobia's Chain Gauge.

Once Zenobia has been Staggered, your two Ravagers can easily increase the Chain Bonus to a total close to the 999% maximum and reduce its HP gauge to a small fraction of its initial total... but this is but a trap designed to punish over-confidence. The Stagger period may end slightly prematurely, with Zenobia using its Defensive Stance ability to turtle up once again. This is your cue to switch to a highly defensive Paradigm immediately, as the Onslaught attack that follows is witheringly potent (1905).

When the Vaballathus reappear, heal if required then switch to Delta Attack; while stronger parties can attempt to defeat the tentacles with Relentless Assault, these opponents are more powerful and aggressive this time around. Once you have destroyed them all, Zenobia should fall not long after you Stagger it for a second time. The Cinematic Action sequence at the end of the fight features the following button commands: (), () + \bigcirc /() + \bigcirc /() + \bigcirc /() and, finally, () (repeatedly). The post-battle rewards include the Tower Artefact, Zenobia Fragment and 6,000 CP. Travel to the Gate at the waypoint and use the Tower Artefact to activate it and unlock Augusta Tower (200 AF).

On your return to the Historia Crux, however, you must first take a detour to the Augusta Tower (300 AF) destination to collect an item required to make meaningful progress in the 200 AF version of the area. If you have yet to do so, you can unlock Augusta Tower (300 AF) by using a Wild Artefact to activate the Gate on the west side of the Pass of Paddra in Yaschas Massif (01X AF). If you no longer have the one you picked up during your earlier visit to Sunleth Waterscape (see page 46), you can consult the Wild Artefact overview on page 263 to find another in a different location.





SERENDIPITY & FRAGMENT SKILLS

Located below Yaschas Massif (01X AF) on the Historia Crux, we suggest that you pay **Serendipity** a visit in the early stages of Episode 4. This playground features gambling, Chocobo races, vendors who sell a wide range of exclusive items, and a special individual known as the Mystic. You can find our extensive Tour Guide entry for this (enemy-free) locale on page 117.

In addition to taking a break for a little leisure, the main reason to visit Serendipity at this stage is to speak to the Mystic to unlock **Fragment Skills**. These special (and entirely optional) abilities gain their own main menu entry after your first conversation with the Mystic, and are unlocked by hitting very specific Fragment collection milestones. You can obtain at least two new Fragment Skills during your first visit:

Mog's Manifestation improves the Moogle Throw. Once activated,
 Mog will reconnoiter the area where he lands whenever you

hurl him at a random position (or miss the treasure container or collectible you were actually aiming for), and may return with an item that he finds. These are usually nominal bonuses — such as 1 gil, a Potion, or an Adornment — but there are occasions where the Moogle will unearth a surprisingly valuable treasure. See page 125 for more information.

Haggler increases the price that Chocolina will pay for objects that
you sell to her by 10%, offering a small but significant increase in
the profit you make by selling surplus items, or by farming monsters
to obtain high-value objects to accumulate gil.

You must manually activate Fragment Skills in the submenu to enjoy their effects. Most Fragment Skills are unavailable until late in the main narrative, or locked until you finish the story. You can find a full list of all potential abilities — and when they become available — on page 125.





AUGUSTA TOWER (300 AF)

Tour Guide: See page 100

Both Augusta Tower locations feature puzzles where you rotate rooms to create paths to your next destination. In this walkthrough, we focus solely on guiding you to story objectives; for information on collectibles, refer to the Tour Guide chapter.

Each floor features monster encounters, but these will be fairly inconsequential at this point in your party's development. The most noteworthy is the Flanitor: a monster focused solely on healing, and a potentially interesting addition to your Paradigm Pack.

Run to the west, towards Chocolina, to trigger a brief cutscene. Interact with the console next to Chocolina twice (© 07), then head into the room to the south and interact with the console inside twice. You can now reach the elevator and activate the control panel to ride it to the 15th Floor.

Head through the room to reach a control panel, then operate it three times: this will enable you to reach the walkway to the west (80). Rotate the next cubicle twice, then interact with the orange holographic screen inside. When the Live Trigger appears, the correct answer is "1237172" — and (for those paying attention) an explanation for the strange number announcements that you will have heard during your journey to this point. You will obtain the Entropy Board and 500 CP; when play resumes, you'll also acquire Access Key 50, an item required to reach the 51st Floor in Augusta Tower (200 AF). Select "Return to Historia Crux" from the Pause menu and head there straightaway: there is nothing more that you can accomplish here for now.







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EPISODE 3, PART 1

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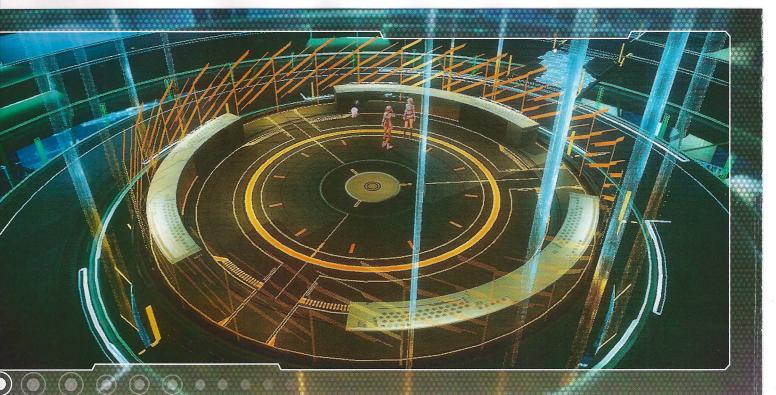
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AUGUSTA TOWER (200 AF)

Tour Guide: See page 144

Examine the holographic screens to trigger a cutscene, then run out onto the outer walkway. Enter the room to the south, then — once again — interact with the holographic screens until a Live Trigger appears. The correct answer is 9261. After the cinematic interlude you will obtain the Map of Augusta Tower. Move to the inner walkway, collect the Wild Artefact from the northern end (90), then approach the waypoint. After the cutscene, interact with the control panel to the south. After the short cinematic that follows, you are told that you require an Augusta Tower Access Key (which is actually Access Key 50) from another location. Fortunately, as you have already retrieved this from 300 AF, you can interact with the panel again to move a platform into position and activate the central walkway.



Approach Alyssa at the waypoint and speak with her. Activate the panel to the south; you can also stop off and shop with Chocolina in the nearby room. The three accessories in her Special category are very interesting, but you are unlikely to have the required Components (or, indeed, Capacity rating) to purchase and equip these right now. Speak to Alyssa's Duplicate again; after the cinematic interlude, spend available Crystogen Points, then walk onto the



elevator platform and converse with her a third time to move to the next floor. You will be attacked by a group of new enemy varieties when play resumes. Deal with the weaker Vespid Soldiers and Zwerg Metrodroid before you tackle the Orion. In a second battle, you must fight another Orion accompanied by four Vespid Soldiers; in a third, an Orion is flanked by four Zwerg Metrodroids. The same tactics apply for all encounters.

You will now regularly run into enemies for the rest of your time here. Your stay on the 51st Floor begins with a simple puzzle: you must use the control panels to rotate the rooms to create a continuous path to the waypoint (10).

- Rotate the southeast room once.
- Rotate the southwest room once.
- Rotate the west room three times.
- Leave the northwest room alone.

You can now head straight for the waypoint. On arrival, examine the holographic screen to obtain Access Key 52. Return to the central elevator and ride it to the next level.

The Dragoon enemy type appears on this floor (11), and will be a regular opponent during your time here. They fall quickly under a sustained assault, but will bedevil your party with rapid and powerful attacks until disabled: make them your priority targets whenever they appear. You also need to be quick to score a Preemptive Strike, as they will move rapidly for your party from the moment they spawn. There is a silver lining, though: if you obtain this Monster Crystal, you will find that this "Early Peaker" COM is a cheap and thoroughly effective addition to your Paradigm Deck. We strongly recommend that you capture one before you leave.

Head into the southwest room and rotate it once. Travel to the west room and use the panel to rotate it twice. Head out onto the small walkway to the east and activate the panel twice. Return to the west room and rotate it twice, then travel to the waypoint and interact with the holographic screen to acquire the Top Floor Access Key. Retrace your steps back to the southwest room, then rotate it once to return to the central elevator.

Spend points at the Crystarium before you activate the panel to ride it to the top floor. This triggers a battle against a Greater Behemoth: a hard-hitting foe who will completely heal itself, stand on its hind legs and assail your party with greater ferocity when you reduce it to approximately 40% HP. You may be tempted to switch to a more defensive Paradigm at this point, but it's better to exploit the accumulated Chain Bonus to score a quick kill. If your party struggles to put this opponent down quickly, it's probably an indication that you are a little under-leveled.

Head up the stairs to reach the upper floor level; a cutscene will begin as you approach the center of the room. This is followed by a boss battle.

Disable the **Left Manipulator** and **Right Manipulator** before you focus your attacks on **Proto fal'Cie Adam** (12). This boss falls incredibly quickly once Staggered, so raw aggression in the form of Relentless Assault is the best strategy.

When the Live Trigger appears, select "Scream at Hope" to advance the story and obtain the Proto fal'Cie Adam Fragment and 6,000 CP. Open the treasure box to pick up your Live Trigger Reward, then interact with the console at the waypoint marker. Finally, approach the gate and use the Artefact of Rebirth to activate it and unlock Academia (4XX AF).







ACADEMIA (4XX AF)

Tour Guide: See page 148

While Academia (4XX AF) has plenty of diversions (including the opportunity to hunt down the treasure spheres you left behind during your journey through the Cie'th-infested 400 AF locale), there are actually no indigenous monsters and very few core story objectives.

Your first goal is to head to the Academy Headquarters in the northern portion of the map. After riding the first moving walkway, examine the terminal next to Chocolina for a Primer on the Thirteenth Ark (13), followed by a short optional cutscene. Use one of the two walkways to the east or west to continue north, and it's then a fairly short stroll to the Academy Headquarters entrance. Inside, you can speak with Dr. M to formally begin the Academic Rank: Monster Professor side quest (by far the most challenging objective in the entire game), and play with the Brain Blast quiz terminal (see page 151).

When you are ready, proceed through the north door to enter the Research Facility and speak with Hope; when the cutscene ends, speak with Alyssa twice. You will then get a Primer introducing Graviton Cores, a special type of Fragment that must be collected to continue the main storyline. Speak to Hope repeatedly for additional conversations, including a Live Trigger. Once all potential discussions have occurred, a treasure box containing a Live Trigger Reward will appear on the east walkway.

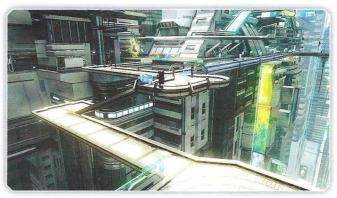
It's now time to set out and hunt for Graviton Cores. Speak to the Receptionist in the entrance hall to unlock entries in the Fragments menu and obtain clues on their locations. You need to deliver five of the total seven Graviton Cores to Alyssa: we reveal where to find these on the page to your right. When you are ready, select Return to Historia Crux and begin your search.



Once you have the five Graviton Cores, speak to Alyssa. You need to hand each Graviton Core to her in separate exchanges. Once she has three, a cutscene will begin where Hope reveals that he can create a weapon with a Chaos Crystal. This object (it's actually a Fragment) can be

purchased from Serendipity: see page 117 for details. Now deliver the final two Graviton Cores to trigger a cinematic. Alyssa will inform you that the broken Gate to the south is now in full working order; she also gives you the Vagabond Artefact required to activate it. Speak to your companion at the exit, then leave the Academy HQ.

Chocobos are unlocked, but save your Gysahl Greens — the Gate, highlighted by a waypoint marker, is a short walk to the southeast (14).



12

Important Note: Activating the Gate at the waypoint marker and selecting "Yes" in the Live Trigger prompt that appears begins Episode 5. This lengthy gameplay chapter is unusual in that you cannot explore the Historia Crux at all until you complete it. For this reason, we strongly advise that you attend to side quests and optional activities of interest to you before committing to further progress in the main storyline.

It's also important to ensure that your party is suitably prepared for the challenges that lie ahead. We would suggest the following (rather conservative) baseline requirements:

- Serah should have at least 1,500 HP (unadjusted by accessories); this should mean that Noel's HP is over 2,000. It will be beneficial if Serah has a degree of proficiency in the Medic and Saboteur roles.
- You should have a Paradigm Pack featuring a suitably powerful COM, RAV and SEN: the Dragoon, Albino Lobo and Pulse Knight recommended earlier in the walkthrough will be more than sufficient, though you can replace these with more powerful monsters if your travels have regularly taken you away from the main narrative.

When you are ready, interact with the Gate and select The Void Beyond (??? AF) to proceed.



GRAVITON CORES

Before you begin your hunt for Graviton Cores, check the Fragments menu to make sure that you haven't (without realizing) already picked up one or more during your travels. Graviton Cores are "out of phase" with the locations where they appear. This makes them hard to spot, and necessitates the use of the Moogle Hunt to collect them. The screenshots and descriptions offered here will guide you to each of the five easiest Fragments to collect.

NEW BODHUM (003 AF): GRAVITON CORE ALPHA



Tour Guide Map: see page 84

This Fragment is located in the Tidal Shallows area, hovering above a metal batch

BRESHA RUINS (005 AF): GRAVITON CORE BETA



Tour Guide Map: see page 86

This Fragment is located in a "secret" walled-off area in the east of the Echoes of the Past zone, which is only accessible if you are riding a Chocobo. Approach the northwest corner of the surrounding wall and hold \bigcirc/Θ to jump and fly over it. Dismount on landing and perform a Moogle Hunt in the north of this enclosed space to reveal the Fragment.

OERBA (200 AF): GRAVITON CORE GAMMA



Tour Guide Map: see page 93

Another Fragment that requires a Chocobo to collect, Graviton Core Gamma is situated on a rooftop close to the center of the map, just north of Chocolina in the area below. To reach it, look for the gap in the wall on the main road that runs into Oerba; hold @/ • to fly over to it.

ACADEMIA (400 AF): GRAVITON CORE DELTA



Tour Guide Map: see page 134

If you are returning to this location for the first time after your story-mandated visit, you will arrive at the Gate in the north of New Town. This Fragment is located at the bottom of a moving ramp, just north of Chocolina – you will need to jump repeatedly to descend and reach it. Once you arrive at the bottom, tap (1)/(1) to move Mog into position for the required Moogle Hunt.

YASCHAS MASSIF (100 AF): GRAVITON CORE EPSILON



Tour Guide Map: see page 138

To unlock Yaschas Massif (100 AF), you must activate the Gate in the New Town area of Academia (400 AF) with a Wild Artefact (see page 263). Reaching the Gate means wading through the marauding Cie'th, but it's actually a short journey to the south. Jump repeatedly to descend the blue moving walkway close to Chocolina, then ride the red walkway directly to the east to descend to the bottom level. You can then run south to arrive at the Gate. When you reach Yaschas Massif (100 AF), head for the northwest of the Pass of Paddra. Some of the enemies in this zone can be rather tough to beat, see page 139 of the Tour Guide for information.

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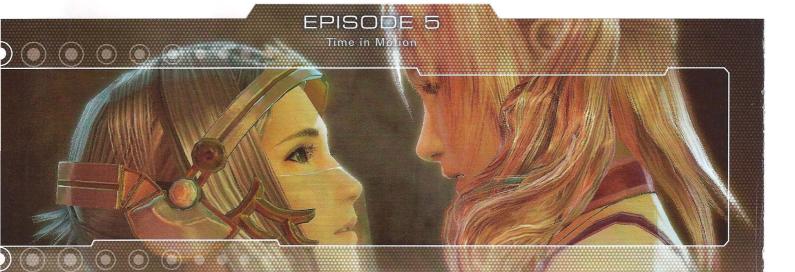












THE VOID BEYOND (??? AF)

Walk along the linear path until free movement is restored, then immediately visit the Party Paradigms screen and configure a suitable Paradigm Deck; see the accompanying table for suggestions. This is necessary as Serah and Noel will be separated for the immediate future. Mog will also remain "out of phase" with Serah until you hit a later story milestone. You can still use the Moogle Hunt, and the Mog Clock will appear when enemies materialize, but you cannot use the Moogle Throw.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	MONSTER	NOTES
Slash & Burn	RAV	COM	The staple weaken 'n' wither Paradigm, and a good fit for most battles.
Lifeguard	MED	SEN	A defensive Paradigm suited to withstanding powerful assaults – or recovering in the aftermath.
Undermine	SAB	RAV	If you have unlocked the SAB role for Serah, this enables you to weaken stronger opponents while maintaining steady Chain Gauge increases.
Stumbling Block	SAB	SEN	A Paradigm that can be extremely effective in a forthcoming fight if Serah is perhaps a little under-leveled.
Misdirection	сом	SEN	Handy as a temporary measure if you need to defend while maintaining the Chain Bonus.
War & Peace	MED	COM	Another temporary Paradigm; the MED can heal the party while the COM inflicts damage and prevents the Chain Gauge from depleting.

You can now be attacked by monsters at any time in this area, though these are consistently low-level opponents. You must speak to five separate versions of Yeul, each one marked by a waypoint, as you progress through the area. A Fragment is awarded automatically after each conversation, in addition to a bonus of 600 CP; you can also open a treasure box containing a Live Trigger Reward after talking with the second Yeul. The fifth Yeul can be found after climbing the steps (10 01), just inside the Throne of the Goddess area visited (albeit briefly) on your two previous journeys to this eerie location.

Climb to the top of the steps and perform a Moogle Hunt before the final short flight to reveal Chocolina if you need to pick up new provisions; her inventory is unchanged from Academia (4XX AF). Spend all available points at the Crystarium,

then check the area for collectibles that you may have missed on your previous visits. Finally, speak to Yeul at the waypoint to trigger a boss battle.



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Caius Ballad begins the fight by launching an immediate attack on Serah, and will then gradually augment himself with status enhancements. He will also inflict status ailments.

As two-member Paradigms limit your tactical options, we suggest that you immediately switch to Lifeguard when the battle begins, in order to better withstand and recover from Caius's opening assault (© 02), then alternate between Slash & Burn/Undermine and War & Peace. If you struggle, an alternative option (though rather slow-moving) is to choose Stumbling Block, then manually select Wound from the Abilities menu; repeat this attack (with occasional breaks for healing or brief Potion interludes) until your opponent falls. When the battle ends, Serah is automatically transported to a new location.



NEW BODHUM

Tour Guide: See page 176

Speak to Lebreau, Yuj, Maqui and Gadot to have four separate conversations, each with its own Live Trigger, then enter the NORA House to begin a cutscene. When it ends, open the treasure box by the rocks to your right to pick up your Live Trigger Reward.

Walk onto the pier (19 03) and speak to Lightning to trigger another cutscene. When the Live Trigger appears, select "Yes" to unlock the Fate and Freedom Paradox Ending. When this cutscene is over, you will obtain a Fragment and return to the Historia Crux. Select the "Hollow Seclusion" destination. On your return, speak to Lightning again, this time selecting "No" to move the story forward.



After the cutscene, head east to the Meteorite Impact Site; use the Tidal Shallows shortcut. All areas of the map outside the Town Square are now populated predominately by Cie'th. The Strigoi enemy is the only real danger here (© 04): it can inflict Daze, preventing Serah and her monster companion from performing actions. You should generally ignore other opponents and concentrate on killing these first, or be prepared to use Remedies. You may also encounter the Pantopoda and Pleuston enemy types if you linger in the Winding Way. These are actually indigenous to a later area, and may be a little tough if you fight them now. Chocolina can also be found in the Winding Way zone, but she has nothing new to sell.

When you reach the Meteorite Impact Site, approach the figure in the center of the area and interact to begin a cutscene. When play resumes, open the treasure boxes in the southeast and north of the area to gain the Fang's Crown Fragment and Vanille's Fruit Fragment; each one offers a bonus of 600 CP.

Finally, enter the Spacetime Distortion in the center of the Meteorite Impact Site to depart. From the Historia Crux, select A Dying World (700 AF).





A DYING WORLD (700 AF)

Tour Guide: See page 178

As with your stay in The Void Beyond, much of the action in the A Dying World area is focused on story development. You begin in the Beaten Path area. Walk west until you reach Noel, triggering an automatic cutscene. After it ends, return to the east and approach Noel again for another cinematic. Attempt to speak to Caius; when play resumes, the Farseers' Settlement area is unlocked. There are many "phantom" NPCs dotted around the area. You can use the Moogle Hunt to bring them into the present, but this serves no purpose. Chocolina can be found in the northeast of the area. She has four new weapons in stock, though you should have no urgent need for any of these.

There is a treasure sphere in the center of the area, a short walk southwest from Chocolina, that must be revealed with the Moogle Hunt ability (05). This contains the Map of a Dying World. Perform a Moogle Hunt to reveal Noel in the south of the village, then try to strike up a conversation with Yeul. Follow Noel to trigger the next cutscene. In the battle that follows, Noel must fight Caius alone; you can triumph with Auto-battle and judicious use of Potions.



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Follow Noel to the northeast area, the Farseers' Relic. Approach him to trigger a long cinematic interlude. When play resumes, you begin in an area called The Border, the previously inaccessible area to the west of the Beaten Path zone. Approach Noel to trigger the next part of his tale; if you lose track of him, open the main map and look for the green dot. The journey continues in this vein until you reach the Sandy Highlands. At this point, spend available Crystogen Points, then run to meet Noel.



Noel and Serah are finally reunited in the brief battle against Gogmagog, which will end swiftly once the monstrosity has been Staggered. When the subsequent cinematic ends, you will obtain Gogmagog Fragment Gamma and 15,000 CP; a treasure box containing your Live Trigger Reward will also materialize directly ahead. Spend time at the Crystarium immediately, then rearrange your Paradigm Deck. See the accompanying table for suggestions on a few staple Paradigms that you will need for the immediate future.

SUGGESTED PARADIGM DECK

		NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	While it's still the default Paradigm for many generic enemy encounters, you will find that the defensive security of Delta Attack will be necessary for tougher battles that you face during the final stretch of the main storyline.
Delta Attack	RAV	COM	SEN	For parties in line with our suggested leveling progression, you may need to use this Paradigm in battles where you face multiple strong opponents, then switch to Relentless Assault for a sprint finish once you have reduced their numbers.
Solidarity	MED	сом	SEN	Useful for healing the party in quick transitions from the Delta Attack Paradigm. The lone COM will maintain the Chain Gauge while the MED restores allies to full health. Alternatively, you could opt for Attrition (SAB-MED-SEN) to inflict status ailments instead.

Your next task is to travel back to the Farseers' Relic zone, which is a fairly lengthy trek. While you can technically begin looting treasure spheres and exploring, we suggest that you leave this until a later return — the large area in the northwest is sealed for now, and you can't pick everything up until Mog is completely restored. Random encounters are reactivated at this point, and some of the adversaries you face in this location can be challenging in large groups — particularly the Garganzola enemy type (() 06). Even the diminutive, colorful Apotamkin can cause you problems if you meet them in a pack. Be prepared to use Delta Attack as your primary Paradigm in these confrontations.

When you arrive at The Farseers' Relic, interact with the position at the waypoint. Afterwards, speak with Mog. Examine the Spacetime Distortion and choose to step into it. This transports you immediately to a new location.

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NEW BODHUM (700 AF)

Tour Guide: See page 182

After taking a moment to observe this desolate shadow of a oncevibrant settlement, head directly for the Spacetime Distortion close to the broken pier. This initiates a lengthy sequence of momentous cinematics. When these end, a Primer will appear to introduce the Advanced Moogle Hunt. You can use this straightaway in the north of the village (west of the former NORA House) to find the Artefact of the Ark (7). A treasure box in the center of town, northeast of the pier, contains the Map of New Bodhum (700 AF); another hidden treasure box on the west side of the Town Square contains the Supply Sphere Access Code and the Hope's Message Fragment. Opening the latter triggers a brief cutscene. See the Tour Guide for more information on collectibles and points of interest in this small location.

Finally, interact with the Gate and use the Artefact of the Ark to continue. This formally unlocks A Dying World (700 AF) and New Bodhum (700 AF) as Historia Crux destinations, and adds a new locale: Academia 500 AF. You are now free to explore areas as you see fit. Even if you wish to press straight ahead in the main storyline, we advise you to visit the Mystic in Serendipity to collect two new Fragment Skills beforehand.





ADVANCED MOOGLE HUNT

This minor upgrade enables Mog to reveal rare varieties of "out of phase" containers or collectibles, identified by the rings that rotate around them (6 08). If you have been focusing solely on main story progression, you may not have noticed these before now. Previously impervious to the Moogle's attentions, these objects can now be looted or collected after a Moogle Hunt.



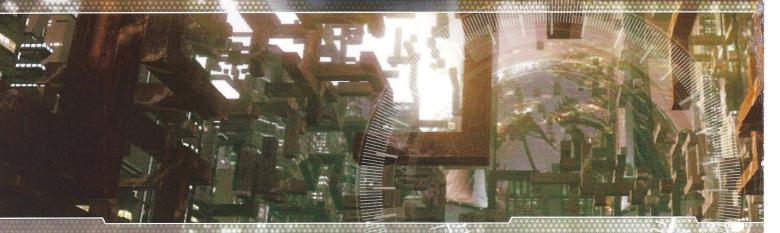
FRAGMENT SKILLS

Your collection of Fragments as story progression rewards in The Void Beyond and A Dying World unlocks two new Fragment Skills from the Mystic in Serendipity.

- The Anti-grav Jump offers a major upgrade to the basic jumping ability of Serah and Noel. By holding ◎/B, you can now make them leap over longer distances, and stay aloft for an extended period of time. This doesn't quite compare with the jumping and limited flying skill of a Chocobo, but it's a thoroughly useful ability that will soon be put to use in Academia (500 AF).
- Bargain Hunter provides a 25% discount on the prices charged by Chocolina and the two Casino Shops: a welcome perk.

FINAL EPISODE

The Promised Future

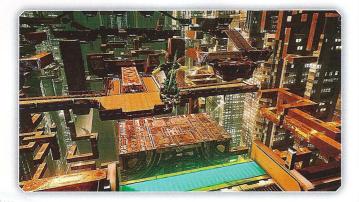


ACADEMIA (500 AF)

Tour Guide: See page 188

Important Note: If Serah and Noel have less than 2,000 HP and 3,000 HP respectively, we strongly advise that you venture elsewhere and complete side quests to earn additional Crystarium Points before you continue. If you have yet to obtain the Anti-grav Jump from the Mystic in Serendipity, we also suggest that you do so now: this augmented jumping ability is very useful here.

The Primer that appears after the opening cinematic introduces the Labyrinth of Chaos and the Cactuar Statues that enable you to create manual checkpoints. Open the treasure box to your right to obtain the 'Determination' Gate Seal, then run down the slope (don't forget to jump the gaps! (19 01) and activate the first Cactuar Statue. You can then shop with Chocolina, who has some highly interesting new items in stock. If you have focused almost solely on core story progression to this point, the Izanami and Vajradanda weapons could represent a sound investment for those seeking to complete the storyline in the most direct manner with a relatively low-level party. For a complete appraisal of all weapons in Final Fantasy XIII-2, turn to page 256 of the Inventory chapter.



Head north past Chocolina to view a brief cutscene that introduces the movements of the floating platforms. Wait until the two on either side of your position rotate into place, then head west (© 02). Enemy encounters will begin to occur from this point. Use Delta Attack as your default Paradigm against the Yeoman and Mánagarmr enemy types if you only meet our minimum HP requirements; you should be able to defeat the groups of Pantopoda and Pleuston with Relentless Assault alone. This is actually a good moment to configure your Paradigm Deck for the challenges that lie ahead.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	The default Paradigm for many generic enemy encounters.
Delta Attack	RAV	COM	SEN	You may need to use this Paradigm in battles where you face multiple strong opponents, then switch to Relentless Assault once you have thinned their numbers.
Attrition	MED	SAB	SEN	Useful for healing the party in quick transitions from the Delta Attack Paradigm. The SAB will inflict or refresh status ailments while maintaining active Chain Gauges.
Variety	MED	SAB	RAV	This specialist Paradigm is extremely efficient in the final boss battle. While Serah heals the party, Noel and your monster RAV focus on driving up the Chain Gauge and inflicting status ailments.
Cerberus	сом	COM	COM	An ultra-offensive Paradigm that proves useful in very specific situations during the closing battles of the main storyline.
Tortoise	SEN	SEN	SEN	An essential strategy for the final boss battles, this Paradigm enables your party to withstand devastating assaults.











Wait until the platform to the north moves into position (© 03), then head for the steps; at the top, activate the next Cactuar Statue. Run to the east to open the treasure sphere to obtain the Map of Academia (500 AF), then return to the west. Continue north, up the next set of steps, then head east at the top to reach the waypoint in the center of the area.

After the cutscene, you must fight **Pacos Luvulite** and **Pacos Amethyst**. Amethyst is vulnerable to Fire damage, but absorbs Ice attacks; Luvulite is weak against Ice, but absorbs Fire. They both possess several status immunities, and experience halved damage from Lightning and Wind. If you have Librascopes to spare, using one at the start of the battle will make this boss encounter far more manageable.

Go for a fast start with Relentless Assault, then switch to Variety to heal once your party sustains injuries. Both enemies are susceptible to Deprotect and Deshell, so the contribution of your Saboteur while you restore everyone to full HP can make a big difference. Once you defeat the first of the two, the remaining opponent can cast Split to revive its fallen ally. Use Relentless Assault to engineer a swift finish before they can perform this. You will obtain the Amethyst and Luvulite Fragment and 8,000 CP as a reward.

Interact with the Chaos Block to change it to blue (19 04), then head up the steps to the west. Wait until the platform swings into position, then travel south. Activate the Cactuar Statue, then switch the Chaos Block further south to red. You can now head back to the top of the steps in the north. Once the L-shaped platform rotates in your direction, jump onto it and head to the solid surface to the west; when the platform moves to its second position, use it to reach the next solid surface and, further east, the next waypoint marker. Activate the Cactuar Stone to create a checkpoint.

The vast majority of battles in this general area pit you against Yeoman or groups of Pantopoda and Pleuston. These battles provide respectable sums of Crystogen Points, with useful Monster Materials often present in the Spoils. It's actually a rather profitable farming spot, if you're so inclined.

Jump onto the T-shaped platform, then ride it to reach the solid surface to the west. Change the Chaos Block here to blue, then jump back onto the T-shaped platform. Wait until it rotates 180 degrees, then jump to the solid platform and open the treasure box to obtain the 'Sisters' Gate Seal. Wait until the steps further east move into position, then run up them to reach the platform above. Activate the Cactuar Statue.

You can encounter Apkallu enemies at this point (© 05). These become incredibly dangerous once they utilize their Power Spritz ability to bestow buffs. The key to beating them is to press for a rapid victory with Relentless Assault.

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EPISODE 3

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FINAL EPISOD

04

Jump onto the L-shaped platform to the north, then run to the west and jump onto the T-shaped platform. After it rotates 180 degrees, jump onto the central platform. When the next T-shaped platform to the west rotates into place, jump onto it and ride it until you can reach the waypoint to the far west. Activate the Cactuar Statue, then change the Chaos Block to red.

Turn to face north. Wait until the L-shaped platform rotates to create a path to a small stationary block to the east, then run over to stand on this small safe surface (1906). When the next T-shaped platform rotates to your position, jump over to it and ride it to reach the stationary platform to the north. You may encounter the Proto-behemoth enemy here; we suggest that low-level parties just flee from these mighty foes. Run up the steps to the west, then wait for the L-shaped platform to create a path to the steps in the north. Ascend these, then run to the east to trigger a cutscene.



Open the treasure box to obtain the 'Final Battle' Gate Seal. Approaching the waypoint to the north initiates the final stretch of the main storyline, which features a long succession of major battles. Using the red Cactuar Statue here (© 07) transports you to the start of the map, and creates a new shortcut leading to this platform in the south of the map, not far from the Gate.



As a bare minimum baseline requirement for the final boss battles, Serah should have at least 2,200 HP, while Noel should have in the region of 3,250 HP. While it's possible to triumph with less, it will be a desperately slow and technically demanding challenge. Even at the minimum level we suggest, victory will take time: the final confrontation can last the best part of an hour, where a simple tactical error can necessitate a restart.

If you have followed the Walkthrough exclusively and have not ventured to any "optional" areas, you will have in the region of 40 total Fragments. If this is the case, we recommend that you use the Completion Timeline and Tour Guide chapters to reach something closer to at least 80 Fragments before you proceed to the closing battles. The wealth of Crystogen Points you will accumulate in doing so will make an *enormous* difference. The remaining part of this chapter will assume

that you have a relatively low-level party. Those who have taken the time to really level Serah and Noel up will be able to adopt rather less conservative strategies.

Before you approach the final waypoint, we advise you to read the following suggestions.

- While a basic Paradigm Pack featuring an Albino Lobo, Pulse Knight and Dragoon certainly have the capabilities to accompany you to the climactic showdown, you can naturally recruit far more powerful monsters. See page 220 for a comprehensive overview.
- If you are using our recommended Paradigms, Serah will act as the party's primary Ravager and Medic. Equipping her with a weapon that offers a boost to her ATB gauge refresh rate can make a huge difference. At low levels, you should also equip Serah with accessories that increase her maximum HP.
- Ensure that you have plenty of Phoenix Down, Remedies and Wound Potions.
 You should have accumulated plenty of the first two; Wound Potions can be purchased from Chocolina.
- An easy way to make the boss battles that await more manageable is to pack four Librascopes. Use these at the start of each separate encounter, and you can identify each target's strengths and weaknesses immediately.

After the cinematics, you face **Chaos Bahamut**. Use a Librascope immediately. In its hovering form (its default position), Chaos Bahamut favors powerful physical attacks; these usually arrive in pairs. However, it will use the Metamorphosis ability to change its position. When it begins flying, it will use ranged attacks instead. One of these, Megaflare, inflicts immense damage and grievous Wounds. To avoid this, immediately switch to the Tortoise Paradigm to reduce its effects when the notification appears (8) 08).

Chaos Bahamut cannot be provoked by a Sentinel, and does not suffer Wound damage. Use Delta Attack as your offensive Paradigm, then switch to Attrition to heal; this will enable Noel to inflict Deprotect and Deshell while Serah restores the party to full health. Chaos Bahamut does not have a huge amount of HP, and will begin to sustain grievous damage when the Chain Bonus exceeds 250%. Those with sufficient daring (or a stronger party) can take this opportunity to press for victory with Relentless Assault.



The next battle pits you against **Caius Ballad**. He begins by casting the Eye of Bahamut ability, which can inflict a wide range of status ailments on the unfortunate target (including Daze, which prevents ability use — cut this short with a Remedy). Use Attrition to heal after his opening attack (and ideally hit him with a status ailment), then Delta Attack as your primary offensive Paradigm, returning to Attrition whenever a character's HP falls below 60%.

Just when you think that Caius will fall quickly, he employs his Chain Break ability













to instantly reset the Chain Bonus, even when Staggered. Body and Soul provides Caius with a range of status enhancements; he should use this midway through the battle. Once these are effective, the damage inflicted by his other attacks can be catastrophic. Use Phoenix Down to resurrect fallen allies quickly.

Err on the side of caution after the first Stagger. You will notice that he has a tendency to circle the party during periods of inactivity (© 09). When this happens, go for the kill with Delta Attack or Relentless Assault.

Caius begins the next encounter by casting Heart of Chaos and Body and Soul, then follows up with Ultima (10). Turtle up briefly with Tortoise, then go on the offensive with Delta Attack.

Caius falls rapidly once Staggered, but will reraise himself when his HP reaches zero; once again, he will cast Body and Soul, followed by Ultima. He is more aggressive in this section of the fight. As in all other battles, he may use Chain Break to reset the Chain Bonus shortly after you achieve a Stagger. Apply the same Delta Attack/Attrition strategy as in the first fight, and employ Tortoise to withstand his powerful Inferno attack.

However powerful Caius's attacks may be, there is a point in this fight where you need to stop healing and just go for the kill. Wait for a break in his actions and then use Delta Attack or Relentless Assault to finish him off once his HP falls below 20%.





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COMPLETION

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USER INSTRUCTIONS

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EPISODE 2

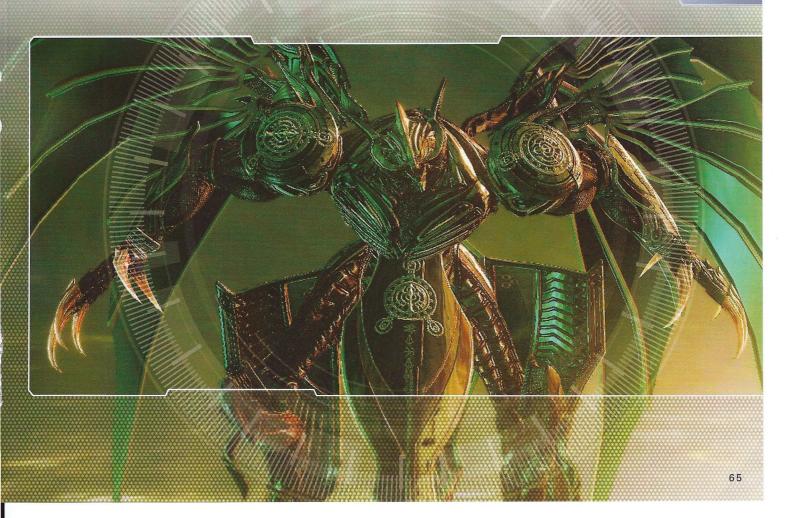
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FINAL EPISODE



There are three opponents in this battle: **Amber Bahamut**, **Garnet Bahamut** and **Jet Bahamut**. Defeating the weaker Amber and Garnet brings Jet Bahamut into the fray: this is the "true" boss, and the individual you must defeat to bring the confrontation to an end. However, Jet will repeatedly resurrect Amber and Garnet; complicating matters further, Jet is immune to all attacks while either of its subordinates are present. The one blessing is that this "main" boss simply looks on while you fight its two allies.

Amber Bahamut is resistant against magical attacks; Garnet Bahamut is resistant against physical attacks. In practice, this doesn't make too much of a difference, as they both fall reasonably quickly once you Stagger them and drive up the Chain Gauge. Though their preferred assaults in the early parts of the battle are not particularly vicious, they will use more damaging abilities as the encounter progresses.

Jet Bahamut, by contrast, combines abilities designed to impede your party with hard-hitting assaults such as Abyssal Yawn and Judgment Blade. Jet always casts Break Curse when you defeat both Amber and Garnet, which inflicts a handful of status ailments that, ideally, should be cured instantly. He will also cast Seeds of Destruction to create several items called Ebon Seeds. Though they do not have high HP, these items will self-destruct after a period of time, and must therefore be destroyed before you can renew your attack on their creator. The time you spend attending to these distractions can vastly reduce the limited window of opportunity that you have to assault Jet before he restores Amber or Garnet.

After you have faced Jet Bahamut once, you will periodically notice the appearance of a counter. This starts at Count: 3, and reduces to Count: 1; after this, your party will be subjected to a massive attack (1 11). Exaflare occurs when all three Bahamuts are active, Teraflare with two, and Gigaflare when Jet is alone; the damage inflicted scales in accordance with the number of Bahamuts present (with Gigaflare the weakest). Whenever the countdown appears, concentrate on healing if required. When the count reaches one, switch to the Tortoise Paradigm immediately to reduce the injuries your party

sustains. You will need to also use Tortoise to mitigate the damage from Jet Bahamut's Dying Sun attack, which he starts using once his HP is low.

In short: while you can face Jet for anything up to a few minutes at a time, its attacks often force you to spend time dealing with threats. The key to winning this battle, then, is to be as quick and efficient as you possibly can.



SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	By far the best Paradigm to use against Amber, Garnet and Jet. The two sub-bosses can respawn at any point, so they're merely an obstruction that prevents you from inflicting injury on the "true" boss; your objective should always be to dispatch them with clinical speed.
Attrition	MED	SAB	SEN	If the party is suffering from numerous status ailments, Attrition is a better fit. We would also recommend this after you face Exaflare, Teraflare or Gigaflare, as these tend to leave the party in a vulnerable state.
Variety	MED	SAB	RAV	Your primary healing Paradigm when you simply need to address minor injuries. This means that Noel and your monster Ravager can continue to drive up the Chain Gauge (with the added bonus of status ailments) while Serah restores everyone to full health.
Tortoise	SEN	SEN	SEN	While it is obviously essential to survive the "-flare" attacks, rapid Paradigm Shifts to <i>Tortoise</i> can be used to reduce the damage inflicted by mid-level attacks such as Judgment Blade. You only need use the Paradigm for a brief second, and the difference it makes over the course of the entire encounter can be significant.
Cerberus	сом	сом	сом	Finally, Cerberus is an effective way to destroy Ebon Seeds after Jet's Seeds of Destruction ability. You could also employ this Paradigm after Staggering the main boss to focus on overall damage (rather than potentially wasted Chain Bonus increases) before his inevitable retreat with Attitude Shift.





The closing cutscenes feature a single Cinematic Action where you must quickly press just one of the two buttons that appear to influence a key decision — so be sure to keep the controller close as you watch.

After the credit crawl, you obtain 30,000 CP, the Paradox Scope Fragment, and unlock the Valhalla (??? AF) location at the Historia Crux. Though this marks the end of the core storyline, there are still countless challenges and side stories to enjoy — including a number that could not be accomplished before the defeat of Caius in Valhalla. For the truly dedicated, the reward for collecting all 160 Fragments and beating the final boss battle for a second time is a special "secret" addendum to the closing cinematics. We won't reveal what this contains, but rest assured that the Completion Timeline and Tour Guide chapters that follow will assist you every step of the way as you strive to accomplish full 100% completion.



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STRATEGY & ANALYSIS

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FINAL EPISOD

Ballad again to reach the final confrontation with Garnet, Amber and Jet.

When only one of Amber or Garnet remains, ensure the party is in good health before you.

 If you quit to the Main Menu in the final battle, note that you must fight Chaos Bahamut and the two versions of Caius

GENERAL TIPS

ensure the party is in good health before you finish it off to face Jet again. You need to maximize the time that you spend attacking the main boss — and additional restorative duties will cut that short.

 While it can be risky, go for all-out attack on either Amber or Garnet when all three Bahamuts are in play. Exaflare is pitilessly powerful, and is something you should avoid.

 If you use Serah as your primary Medic, take manual control and perform the Esuna spell via the Abilities menu. This is much more efficient than leaving the task to the Auto-heal. This is especially important after Jet casts Break Curse.

 As a general rule, always use Phoenix Down to resurrect party members, not the Raise spell – Phoenix Down confers two temporary status enhancements, and also heals cumulative Wound damage.



COMPLETION

While the Walkthrough chapter focuses on a story-only playthrough, the Completion Timeline maps out a streamlined, efficient path to the full 160 Fragments milestone, including all side quests and optional tasks. To find information, strategies and miscellaneous points of interest for each individual entry, follow the page references to the comprehensive Tour Guide chapter.



USING THE COMPLETION TIMELINE

This timeline has been designed to guide your party to face challenges at very specific stages in their development, eliminating extraneous travel between destinations and minimizing the difficulty of generic monster confrontations and boss fights. The central timeline represents all critical main story tasks, with "optional" activities (from side quests to party optimization) appearing when they are first unlocked, or become feasible as realistic objectives. Power gamers who take the time to build an optimal Paradigm Pack may be able to accomplish certain goals (such as conquering the Archylte Steppe bosses) a little ahead of our suggested schedule.

COLOR CODE

CATEGORY		
Main Story Tasks		
Fragments & Key Items		
Farming Opportunities		
Monster Recruits		
Points of Interest and Exploration		
Optional Regions		

Fragment Collection #1

You will acquire the Delicate Crystal Fragment and Atlas Fragment as story milestone rewards. You should additionally complete the Unio Mystica, Ghast Fragment and Ars Symphonica side quests, and use a Chocobo to collect Graviton Core Beta before you depart for the Historia Crux.

'Leaving' Gate Seal: Closes the New Bodhum (003 AF) Gate.

Wild Artefact #1: Acquire and use the Moogle Hunt ability by the Gate in the south of Echoes of the Past.

Fragment Collection #2

After acquiring the Moogle Throw, return to Bresha Ruins (005 AF) and unlock the southwest tunnel section to complete the Vita Lyrica side quest and obtain its Fragment. You can also collect the Butterfly Bow from a treasure sphere in this area - a powerful weapon for Serah

Fragment Collection #3

eturn to New Bodhum (003 AF) to collect Graviton Core Alpha and reach the 4/4 Fragments milestone for that location

EPISODE 1

New Bodhum (003 AF) - see page 84

- Clear the beach of hostiles; travel to the north of the Winding Way area to
 defeat Gogmagog, then visit the Meteorite Impact Site and interact with
 the object at the waypoint.
 Investigate the three potential Artefact leads in the Town Square area;
 after questioning the young boy, return to the NORA House and examine.

EPISODE 2

Bresha Ruins (005 AF) - see page 86

- After beating Atlas in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
 Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
 Collect the Eclipse and Reunion Artefacts, then open the Gate of your choosing to begin either of the two possible main story branches.
 See page 34 for a complete walkthrough.

Points of Interest

The Crystarium is unlocked once you obtain Gogmagog Fragment Alpha. Players who would like to obtain the best possible bonuses for leveling Serah and Noel should use the Crystarium optimization plan presented on pages 217 and 218 of the Strategy & Analysis chapter.

Fragment Collection

In addition to Gogmagog Fragment Alpha and Gogmagog Fragment Beta awarded automatically at story milestones, collect the Heart Prism before you

Farming Opportunities

The Spiceacilian and Sarracenia monsters in the Tidal Shallows area can be farmed to acquire all the Potions and tufts of Phoenix Down your party will ever

Recommended: Acquire the Moogle Throw

You can start either Part 1 or Part 2 of Episode 3 after the defeat of Atlas, While You can start either Part 1 or Part 2 of Episode 3 after the defeat of Atlas. While Part 2 is more difficult, a quick wist to Sunleth Waterscape (300 AF) to acquire the Moogle Throw ability is recommended if you have a party slightly ahead of the development curve (and a maxed-out Pulse Knight as a Sentiell). The opening battle against the Royal Ripeness is a bit of a grind, and will last for several minutes, but acquiring this key ability is worth the trouble – and will cut down as latest pactracking. down on later backtracking.

Farming Opportunities

Bresha Ruins (005 AF) is the best place to farm for Grade 1 Monster Materials. You can acquire Potent Droplets from the plentiful Garchimacera and Gremlins in the external Echoes of the Past areas, and Potent Bolts from Hoplites (and, albeit less efficiently, Pulse Knights) in the west and northwest tunnels

Monster Recruits

Bresha Ruins is packed with noteworthy monsters. The Pulse Knight (SEN) is the most immediately useful, and the Albino Lobo that appears after the defeat of Atlas a good all-round Ravager, but you should also try to pick up Garchimacera (RAV), Gremlin (RAV), Dendrobium (SAB) and Amanojaku (SYN – post-Atlas).

Optional Areas

While it is possible to unlock and visit Bresha Ruins (300 AF) (via the gate in the southwest tunnels unlocked by acquiring the Moogle Throw) and the Yaschas Massif (110 AF) destination that lies beyond it after the defeat of Atlas, the indigenous monsters in these locations may be a little too tough for a party directly after Bresha Ruins (005 AF). We recommend that you wait until the end of Episode 3 before you pay a visit.

COMPLETION TIMELINE

Fragment Collection

The Aloeidai Fragment is awarded as a story milestone. You can pick up the Pathos Jewel if you have the Moogle Throw. While it's technically possible to collect the Misery's Bead Fragment, it may be a little too difficult at this stage. We suggest that you leave it for a (necessary) return visit.

Key Items

'Scars' Gate Seal: Closes the Bresha Ruins (005 AF) Gate.

Tablet of Paddra and Fruit of Fenrir: Required for the Orb of Clotho and Sword of Lachesis side quests in Yaschas Massif

Fragment Collection

You can collect Giant Egg, Time's Stardust, Time's Shell, Time's Coral and Graviton Core Gamma (after the fight in the Deserted Schoolhouse) to reach the 5/5 Fragments milestone for this area during your first visit.

Key Items

'Visions' Gate Seal: Closes the Yaschas Massif (010 AF) Gate.

Wild Artefact #2: Moogle Throw required.

Fragment Collection

Collect the Orb of Clotho, Sword of Lachesis and Mirror of Atropos by completing their related side quests on your first visit. The Gorgyra Fragment, by contrast, is best left until much later in the story.

Key Items

'Encounters' Gate Seal: Closes the Oerba (200 AF) Gate

Old Battery: Required for the Amur's Sphere side quest in Yaschas Massif (010 AF).

3, PART 1 EPISODE

Yaschas Massif (010 AF) - see page 90

- Travel to the waypoint in the northeast of the Pass of Paddra area, speak to the woman by the barrier, then defeat Aloeidai.
- Follow Hope. Speak with the guard at the gate, then complete all conversations with
- Travel to the Gate on the far west side of the Pass of Paddra, then activate it with the Hollow Artefact and travel to Oerba (200 AF).
 See page 40 for a complete walkthrough.

Oerha (200 AF) - see page 93

- Perform a Moogle Hunt to reveal each Temporal Riff in turn and solve the puzzles to restore the Oerba map section by section.

 Head to the Deserted Schoolhouse and examine the Oracle Drive on the roottop; defeat Caius Ballad.

 Collect the Artefact of Origins, then use this to activate the Gate in the southwest of the Village Proper area. Travel to Yaschas Massif (01X AF).

 See page 42 for a complete walkthrough.

Yaschas Massif (01X AF) - see page 96

Monster Recruits

Gandayaks (COM), Gahongas (SYN) and Spiranthes (MED) all have useful applications.

Monster Recruits

The Chelicerata only appears in this area until you solve the third Temporal Rift puzzle, but is a good long-term bet as a staple monster Saboteur.

Party Ontimization

Delicate versions of certain accessories are now available in Chocolina's inventory, and present a good opportunity to boost Serah and Noel's performance if you still have the default Capacity rating of 50.

Farming Opportunities

The Zwerg Scandroid and Frag Leech monsters found in the north of the map drop plenty of Potent Chips and Potent Bolts. You can also defeat groups of Seekers and Chonchons to acquire a healthy stock of the Cie'th Tear Component.

Optional Areas

The Gate on the west side of the map requires a Wild Artefact and leads to Augusta Tower (300 AF), a mandatory main storyline destination during Episode 4. However, the enemies you meet there are easy to defeat, with two useful monster recruits and a healthy flow of Grade 3 Mechanical Monster Materials. If you wish, you can make an early visit to plunder the area and complete its handful of core story objectives ahead of schedule

EPISODE 3 (PART 2)

Fragment Collection

Pick up the Extraordinary Egg Fragment before or after you defeat the nearby Miniflan to collect the Thundering Artefact required to unlock the Archylte Steppe (??? AF).

Calicoun

Your brief visit to this small location is purely to collect the White Hole Gem Fragment after an automatic cutscene. You can also plunder five treasure spheres for Monster Materials before you return to the Sunleth Waterscape.

Key Items & Unlocks

Moogle Throw: This vital ability is acquired when you first reach the Animal Trail area

Wild Artefact #3: Available on the east side of the Animal Trail area after the Moogle Throw tutorial.

Fragment Collection

You obtain the Goblin Fragment, Woolly Stone and Black Hole Gem at story milestones. Though you will doubtlessly need to flee from certain powerful Steppe denizens as you travel the area, you can also interact with the five Cactuar Waystones to obtain the Crimson Crystal, Azure Crystal, Forest Crystal, Amber Crystal and Violet Crystal.

Key Item

Wild Artefact #4: Found on a cliff on the west side of the Clearwater Marshes area.

EPISODE 3, PART 2

Sunleth Waterscape (300 AF) & Coliseum (??? AF) - see page 102

- Fight the Royal Ripeness on arrival, then head to the Animal Trail to acquire the Moogle
 Throw ability; continue south to fight the Miniflan and collect the Combat Artefact, then
 use this to activate the Bow Isle gate and visit Coliseum (??? AF) and obtain the White
 Hole Gem.
- Head back to Sunleth Waterscape and defeat the Miniflan in the Overgrown Forest area to obtain the Thundering Artefact. Use this to activate the Base of the Crystal Gate.
- See page 46 for a complete walkthrough.

The Archylte Steppe (??? AF) - see page 105

- Speak with Tipur and later Myta to obtain (and then complete) the Goblin Fragment and Woolly Stone quests in turn.
- Talk with the hunter next to the Weather Control Device
- Change the weather to sunny, speak to Tipur, then adjust the weather to stormy. Defeat Faeryl and obtain the Black Hole Gem Fragment, then return to Sunleth Waterscape (300 AF).
- See page 48 for a full walkthrough

Farming Opportunities

In rainy weather, the enemies that spawn on and around the small island at the center of the Clearwater Marshes will provide all the Potent Essence and Potent Crystal Monster Materials you will ever need (see page 109). The Buccaboo enemy found on Grave Ridge in sunny conditions is a reliable source of Potent Orbs.

100% Exploration Milestone

After collecting all five Fragments from the Cactuar Waystones, speak to the hunter outside the Chocobo Pen in the Nomad Camp to unlock Chocobos on the map. This enables you to fully explore the Archylte Steppe map to complete an objective for a later side quest.

Grave Ridge Gate

This Gate (which requires a Wild Artefact to activate) remains sealed until you locate three special Cactuar statues and defeat the Gigantuars that they spawn. While a party far in advance of the difficulty curve for this point in the adventure could conceivably achieve this, the Gate's destination — Vile Peaks (200 AF) — only relinquishes four of its eight Fragments until you unlock its partner Vile Peaks (010 AF) destination later in the story. We recommend that you wait until later and complete both at once.

Monster Recruits

You automatically obtain a Chocobo during the Goblin Fragment quest. However, the Archylte Steppe's real prize acquisition for a low-level party is Cloudburst (see page 109). Complete this monster's first Crystarium tier with Grade 3 Monster Materials acquired from Augusta Tower (300 AF) — or, after completing Episode 3, Bresha Ruins (300 AF) — and influse it with other Ravagers to expand its repertoire of spells. This will give you a RAV of great power and versatility, with arguably the most useful Feral Link ability in the entire game. You can't complete its development until much later in the story (Potent Boosters are unavailable until you reach the Final Episode), but this really won't matter. Depending on your party's level, you could also pick up at least a handful of the following: Red Chocobo (COM), Buccaboo (RAV), Blue Chocobo (RAV), Mud Frog (RAV) and Gancanagh Ace (SYN).

STRATEGY & ANALYSIS

INVENTORY

Fragment Collection

You will automatically receive the Mutantomato Fragment and reach the **2/2 Fragments** milestone for Sunleth Waterscape (300 AF) once you defeat the final boss.

100% Exploration Milestone

Once you defeat Mutantomato, you can achieve a full exploration rating for the Sunleth Waterscape map for a later side quest.

Farming Opportunities

The large groups of Ceratosaurs and Ceratoraptors in the far north of the map surrender huge quantities of Potent Slivers; you will find that they have a more favorable spawn rate after you defeat Mutantomato This is by far the best place to farm these Grade 2 Monster Materials. This means that you now have prime (and, for all but the Potent Orb, optimal) farming spots for all five Biological Monster Materials: Potent Droplets from Bresha Ruins (300 AF), Potent Slivers here in Sunleth, and Potent Orbs, Potent Essences and Potent Crystals from the Archylte

Key Items

During your second brief trip to The Void Beyond, pick up the 'Prediction' Gate Seal and 'The Calm' Gate Seal before you leave. These enable you to close the Coliseum and Archylte Steppe Gates at the Historia Crux

Serendipity (??? AF) - see page 117

This new Historia Crux destination is unlocked when you leave The Void Beyond. Visit it straightaway to collect the Mog's Manifestation and Haggler Fragment Skills, and to pick up the Chocochick Down Fragment. You don't have the necessary funds or resources to conquer either the slot machine or Chocobo Races just yet, so leave these until

EPISODE 3, PART 2

Sunleth Waterscape (300 AF) & The Void Beyond (??? AF) - see page 102

Bresha Ruins (005 AF)

Fragment Collection

Once you leave The Void Beyond, return to Bresha Ruins (005 AF) to complete the Anima Miseria side quest and reach the 8/8 Fragments milestone. You can then visit Yaschas Massif (010 AF) to pick up Misery's Bead, Amur's Sphere and Innocence's Sacred Sphere to reach 5/5 Fragments for that location.

Bresha Ruins (300 AF) - see page 126

Fragment Collection
You can complete the Platinum Ring, Mythril Ring and Iridium Ring side quests on your first visit. The fourth Fragment in this area is unavailable until later in the story.

You can easily acquire a Munchkin here (perhaps most noteworthy for infusion purposes) and a Purple Chocobo with a little more effort. Steer well clear of Tonberry: this monster is far too powerful until later in your party's development. **Farming Opportunities**

As they are so common and found in large groups in the external Echoes of the Past area, Munchkins are probably the best source of Potent Engines – though we would recommend that you have a monster with the Item Scavenger passive ability (even if you simply Paradigm Shift them in at the end of the battle to obtain the bonus) to improve their drop rate.

- *Clabyrinth' Gate Seal: Closes the Bresha Ruins (300 AF) Gate.
 *Silver Petal: Required for Anima Miseria side quest in Bresha Ruins (005 AF).
 *Wild Artefact #5: Materializes in Lamentable Rest on completion of the Iridium Ring side quest.

Yaschas Massif (110 AF) - see page 130

Fragments
You can obtain the Gerhilde's Blossom, Waltraute's Flower, Ortlinde's Bloom and the Book of Avalon Fragment on your first visit to this area. The two remaining Fragments cannot be collected until later in the story.

Monster Recruits
The Green Chocobo is a noteworthy monster Medic

- "Maleficence" Gate Seal: Closes the Yaschas Massif (110 AF) Gate.
 Outdoor Watch: Required for the Innocence's Sacred Sphere side quest in Yaschas Massif (010 AF).

100% Exploration Milestone

This is the first version of the Yaschas Massif where you can access all areas of the map. This is required for a side quest that you will begin in Academia (400 AF).

Fragment Collection

The Academic Rank: Paradox Professor side quest requires that you achieve 100% exploration in ten areas (see page 136), and offers a total of eleven Fragments as its reward. You can potentially pick up three of these straightaway (Travel Guide: Yaschas Massif, Travel Guide: Sunleth Waterscape and Travel Guide: Archylte Steppel. As you cannot complete this side quest until you reach the Final Episode, there is little point in returning here at regular intervals; it's better to deliver all maps in one batch.

You will obtain the Zenobia Fragment after defeating the final boss for Academia 400 AF, and should collect Graviton Core Delta before you jump into the final Gate.

Key Item

'Farewells' Gate Seal: Closes Sunleth Waterscape (300 AF) Gate.

The three Fencers found in fixed locations in Academia (400 AF) are the only ones in existence—they do not appear as "random" spawns here or anywhere else. Try to use a Feral Link ability in each battle and achieve a five-star battle rating to increase its low 5% base crystal capture rate. If you do not pick up this noteworthy Ravager on your first run through this area, you can try again later once you acquire the local Gate Seal in Oerba (300 AF). We would, however, recommend that you wait until you unlock the Monster Collector Fragment Skill to further boost your chances.

Farming Opportunities

The Ghouls that appear in your starting location and the Alley area each have a 5% base chance of dropping three Potent Orbs. If you have a monster with the Item Collector ability in your party, five-star battle ratings should lead to a steady flow of these items. It's the ferocious spawn rate of these exceedingly weak opponents that makes them a good farming choice at this stage in the story.

The Gate on the lower level of the New Town area leads to Yaschas Massif (100 AF), and must be activated with a Wild Artefact. This, in turn, leads to Sunleth Waterscape (400 AF). These destinat Fragments for relatively little effort, so we suggest that you visit both areas immediately.

Fragment Collection

You pick up the Entropy Board by interacting with the terminal on the 15th Floor to collect Access Key 50, so it's impossible to miss.

Key Item

Access Key 50: This story-critical item is required to progress beyond the first floor of Augusta Tower (200 AF).

EPISODE 4

Academia (400 AF) - see page 134

- See page 50 for a full walkthrough

Augusta Tower (300 AF) - see page 100

- Reach the 15th Floor to obtain the Access Key 50 item.

Yaschas Massif (100 AF) - see page 138

Pragment Confession of the Confession of Con Yaschas Massif (110 AF) but, due to the difficulty in completing the side quest at this stage, we suggest

Key Item
Wild Artefact #6: Awarded automatically when you acquire the Book of Shambala by resolving a Temporal Rift.

Monster Recruits
Though it's rather expensive to max out, the Bunkerbeast is arguably one of the best monster Sentinels in the entire game. We strongly recommend that you capture one during your time here, and invest the Monster Materials to advance it to at least Level 30. The Bunkerbeast's one shortcoming is its lack of the Mediguard ability – though this slight flaw can be addressed easily with a suitable infusion.

Sunleth Waterscape (400 AF) - see page 142

Fragment Collection

Fragment Collection
You can reach the 7/7 Fragments milestone for Sunleth Waterscape (400 AF) during your first visit — and in very little time, too. You collect the Lapis Luzuli, Cosmo Aura, Heliodor Ore, Carnelian and Celestine Fragment during the Monster Finder side quest. This triggers a boss battle in the Assembly Area where you collect the Miniflan Fragment. When this ends, perform a Moogle Hunt on the earth mound to find Graviton Core Eta to complete all objectives of note in this area.

Monster Recruits

The Flanitor and Thexteron enemies are excellent additions to your roster of

Farming Opportunities

Flanborgs and Flanitors surrender plenty of Potent Engines, though we find that the Munchkins in Bresha Ruins (300 AF) offer a superior drop rate.

Fragment Collection

You can finish the Idea Circuit side quest and collect its Fragment on first arrival on the 50th Floor. You add the Proto fal'Cie Adam Fragment after completing the final boss battle, which also unlocks the 49th Floor via the central elevator. This enables you to acquire the Enigma Codex and Deference Engine Fragments, and reach the 4/4 Fragments milestone for Augusta Tower (200 AF).

Wild Artefact #7: Found on the 50th Floor.

'Silence' Gate Seal: Closes the Augusta Tower

Access Key 13: Obtained after the final boss battle. Allows the party to travel to the 13th Floor in Augusta Tower (300 AF).

Monster Recruits

The Dragoon and Orion are two of the best Commandos you can deploy as allies. Pound for pound, the Dragoon may just be the most cost-efficient and effective COM in the game – especially if you augment its natural proficiencies with astute infusions.

Optional: Master the Serendipity Chocobo Races

If you collect the Silver Chocobo crystal in the Research Lab area (see page 149), you can follow the development strategy laid out on page 120 of the Tour Guide chapter to develop a near-unbeatable racer. This will enable you to generate a massive treasure chest of funds and pick up some excellent rewards – particularly the Collector Catalog, which can be upgraded to the Durable Collector Catalog at Chocolina's Archylte Steppe store. Though it requires the full 100 accessory capacity, this unique object is a must for efficient farming sessions.

Optional Destinations

The gate in the Grand Avenue area requires a Wild Artefact to unlock, and leads to Vile Peaks (010 AF). Return to the Archylte Steppe and defeat the three Giganturars (see page 108) to break the seal on the Gate that leads to Vile Peaks (200 AF). You can then visit the interlinked Vile Peaks locales to complete them in one session (and collect an invaluable Fragment Skill afterwards).

After you finish with the Vile Peaks, make another trip to the Archylte Steppe to pick up the Ochu Fragment and Fragment of Invincibility (see page 111). Your party should easily be powerful enough to win the battles against Ochu and Immortal by now, and the prizes you will accrue are incredible: a total of 60,000 CP, and the chance of acquiring rare and powerful weapons.

EPISODE 4

Alley area.

(200 AF) Gate.

Fragment Collection

You can collect all nine Fragments in the Quiz Mastery category by completing the Brain Blast and Captain Cryptic's Confounding Quiz challenges: see page 151. The two remaining Fragments in Academia (4XX AF) – Academic

Rank: Monster Professor and Transcript: The Future Is Hope – cannot be acquired until after you complete the main storyline.

Wild Artefact #8: Found in the southeast of the

cts' Gate Seal: Closes the Augusta Tower

Augusta Tower (200 AF) - see page 144

- Use Access Key 50 (obtained in Augusta Tower (300 AFI) to reach the central elevator.
- Obtain Access Key 51, Access Key 52 and the Top Floor Access Key in turn to reach the upper level of the tower.
 Defeat Proto fal'Cie Adam, then use the Artefact of Rebirth to activate the Gate and visit Academia (4XX AF).

Academia (4XX AF) - see page 148

- Speak to Hope and Alyssa to begin the core story task of obtaining five Graviton Cores from various Historia Crux locations.
 Deliver the Graviton Cores, then accept the Vagabond Artefact from Aland use it to activate the Gate in the Central Bridge area.
 See page 56 for a complete walkthrough.

100% Exploration Milestone

Once you acquire Access Key 13, you can visit the "secret" 13th Floor in Augusta Tower (300 AF) and chart the final section of the complete Augusta Tower map for the Academic Rank: Paradox Professor side quest,

Ontional Destinations

The Gate on the 49th Floor requires a Wild Artefact to activate, and unlocks Oerba (300 AF) – which, in turn, leads to Oerba (400 AF). We recommend that you leave the latter until the end of Episode 5: see page 147 for details.

Oerba (300 AF) - see page 168

Fragment Collection

You can reach the 9/9 Fragments milestone during your first visit to Oerba (300 AF) by solving its numerous Temporal Rifts. See page 168 for details.

'Flight' Gate Seal: Closes the Academia (400 AF) Gate.

'How Things Were' Gate Seal: Closes the Oerba (300 AF) Gate.

Vile Peaks (200 AF) - see page 162

Fragment Collection
On your first visit, you can only collect the Torreno's Last Light, Falcon's Last Light, Thunder's Last Light and Falcon's Compass Fragments. At this point, you need to visit Vile Peaks (010 AF) to collect its four Fragments to advance this side story. Once you have accomplished this, return to 200 AF to pick up Twilight Fragment Beta, Father's Song, Blitz Squadron Mission Report and Words of Light to reach the 8/8 Fragments milestone for Vile Peaks (200 AF)

Key Items 'Return' Gate Seal and 'Afterimage' Gate Seal: Used to close the Gates for both Vile Peaks destinations

Fragment Skill: Monster Collector

Visit the Mystic in Serendipity to pick up Monster Collector after you reach 100% completion for the Vile Peaks areas. This boosts the drop rate of all Monster Crystals, which drastically cuts the effort required to obtain all

Vile Peaks (010 AF) - see page 165

Once armed with Falcon's Compass from Vile Peaks (200 AF), you can collect Baxter's Last Light, Ray's Last Light, Sarge's Last Light and Twilight Fragment Alpha to reach the 4/4 Fragments milestone for Vile Peaks (010 AF).

Monster Recruits

Yakshini is an extremely capable monster Synergist. This is also the sole habitat of the Black Chocobo (SAB) and the Shaguma (COM)

100% Exploration Milestone

Vile Peaks (010 AF) allows full exploration of the complete map area for the Academic Rank: Paradox Professor side quest.

EPISODE 5

Fragment Collection

You cannot visit this location You cannot visit this location directly from the Historia Crux, so we recommend that you make the effort to reach the 3/3 Fragments milestone on your first visit. When you reach the Live Trigger on the pier, select "Yes" to unlock a Paradox Ending and obtain the Transcript: Fate and Freedom Fragment. When this ends. begi Fragment. When this ends, begin the conversation again and select "No" to continue. After the cutscene in the Meteorite Impact Site area, collect Fang's Crown and Vanille's Fruit from the treasure boxes that appear before you depart.

Fragment Collection

You will reach the 5/5 Fragments milestone automatically through main story progression – it's impossible to miss.

EPISODE 5

The Void Beyond (??? AF) - see page 174

- Speak with each incarnation of Yeul to obtain the five Fragments, then interact with a sixth in the Throne of the Goddess area.
- See page 58 for a full walkthrough

The Void Beyond: New Bodhum - see page 176

- · Enter the NORA house, then speak to Lightning on the pier. Refuse
- Fight your way to the Meteorite Impact Site, then speak to the person at the waypoint. Interact with the Spacetime Distortion to return to the Historia Crux, then select A Dying World to continue
- See page 59 for a complete walkthrough.

A Dying World (700 AF) - see page 178

- Follow Noel, approaching him (or interacting with other characters when the speech bubble icon appears) until you reach a short fight with Caius.
- Continue to trail Noel until you trigger a confrontation with Gogmagog.
 Travel to the waypoint in the Farseers' Relic area and interact with the Oracle Drive. Speak with Mog, then step into the Spacetime Distortion to leave.

Fragment Collection

You obtain Gogmagog Fragment Gamma automatically during your first story visit in this area. The three remaining Fragments are unavailable until you return via the Historia Crux at the end of Episode 5.

Monster Recruits

The Apotamkin may be hard to capture, but it's a great little Ravager. An Early Peaker that requires 66 Potent Orbs to max out, it has the Gilfinder II and Item Collector passive abilities, and all key elemental spells. Best of all, Item Collector is infusible into other monsters after Apotamkin reaches Level 14.

Farming Opportunities

The Apotamkin and Garganzola enemies exclusive to the west side of the map offer the most profitable way for a well-developed party to farm Potent Orbs. These only appear after the fight with Gogmagog, but can be found at any point afforwards. point afterwards.

Loose Ends

Gorgyra Fragment

Take a quick trip to Yaschas Massif (01X AF) to defeat the once-mighty Gorgyra and reach the 4/4 Fragments milestone for that destination.

Paradox Endings
Your party should now be strong enough to conquer the full-strength Atlas (see page 89) and Royal Ripeness (see page 104) to collect two Fragments and 20,000 CP.

Serendinity (??? AF) - see page 117

You can now visit the Mystic to pick up a handful of essential Fragment Skills unlocked by recent Fragment acquisitions: Anti-grav Jump, Bargain Hunter, Encounter Master and Rolling in CP. See page 125 to learn how these are used. The Bargain Hunter skill is of immediate interest, as it reduces the price of all items sold by Chocolina and Casino Vendors by 25%.

Fragment Collection

You can pick up the Cartesian Board, Laplacian Board and Hope's Message Fragments on your first visit. The two remaining Fragments are unavailable until you complete the main storyline

100% Exploration Milestone Visiting all areas of this small map and New Bodhum (003 AF) will enable you to collect the associated Travel

Guide Fragment when you visit Academia (400 AF) to complete the Academic Rank:

Paradox Professor side quest.

Now that you have the Bargain Hunter discount, purchase **Wild Artefact #10** from a Casino Vendor. This will enable you to unlock the final "optional" destination on the Historia Crux – Oerba (400 AF).

Fragment Collection
If you are willing to spend time in the Chocobo Races, you can easily accumulate over 7,500 Casino Coins per career (plus race prizes that can be sold for gil), which is quicker if you favor 600m races. You can use this technique to accumulate the 22,350 Casino Coins required to purchase the Chaos Crystal, Just 1 gill (for the Priceless Gift Fragment) and Setzer's Dice. The Lucky Coin (see page 118) required for the \$5,8 Fragments milestone requires a yet further investment of time and effort. If you prefer, you can leave this (indeed, all four expensive Fragments here) and use special farming techniques during post-storyline play to generate the necessary funds.

Oerba (400 AF) - see page 170

Fragment Collection
Much as in Oerba (300 AF), eight of the Fragments in this area are obtained by solving Temporal Rift puzzles (see page 247). Complete all of these and collect Graviton Core Zeta from the Ashensand to reach the 9/9 Fragments milestone.

Key Item
• 'Hometown' Gate Seal: Closes the Oerba (400 AF) Gate.

100% Exploration Milestone
The expansion of the Ashensands area means that you can now chart every last section of the Oerba map for the Academic Rank: Paradox Professor side quest.

EPISODE 5

New Bodhum (700 AF) - see page 182

- Collect the Artefact of the Ark from its position just to the west of the derelict NORA House.
 Activate the Gate and return to the Historia Crux. Choose Academia (500 AF) to continue the main storyline.
 See page 61 for a complete walkthrough.

STRATEGY &

A Dying World (700 AF) - see page 178

Return to A Dying World after New Bodhum (700 AF) to complete tasks that were impossible during your main storyline

Fragments
You can now collect the Omega Brand, Chaos Brand and Ultima
Brand to achieve the 4/4 Fragments milestone for A Dying

- 'Promises' Gate Seal: Closes the Academia (4XX AF) Gate. Wild Artefact #9: When you return to A Dying World from the Historia Crux, travel to The Farseers' Relic and perform a Moogle Hunt close to the Oracle Drive. Examine it to begin a
- cutscene. When the Live Trigger appears, the correct answer is "I can do this." The Wild Artefact will then appear. Open the treasure box on the west side of the Dead Sands area to obtain the unique Golden Chocobo crystal.

100% Exploration Milestone

You can chart every last inch of the giant A Dying World map for the Paradox Professor side quest on your second visit.

Optional Destinations

Activate the Gate in the Black Sands area to unlock Bresha Ruins (100 AF).

Bresha Ruins (100 AF) - see page 184

Fragment Collection

Fragment Collection
The Palladium Ring, Osmium Ring and Ruthenium Ring side quests can all be completed locally, but the Rhodium Ring requires a trip to Bresha Ruins (300 AF) to collect a special key item that only appears in that location once you begin this quest. This leads to the large Adamantite Ring side quest, which enables (indeed, requires) you to collect a Fragment apiece from two locations visited earlier and tie up loose ends (see page 184). Start with Control Device Password 2 in Bresha Ruins (300 AF) to reach the 4/4 Fragments milestone for that area. You can then take a trip to Yaschas Massif (110 AF) (via a short necessary detour to 100 AF) to collect Control Device Password 1. While you are in the region, accept and finish the Usalla Tragments milestone for Yaschas the **Ugalla Fragment** side quest to reach the 6/6 Fragments milestone for Yaschas Massif (110 AF). Finally, return to Bresha Ruins (100 AF) to complete the Kalavinka Fragment side quest and achieve a perfect **6/6 Fragments** for this location.

100% Exploration Milestone
You can finally achieve full exploration for the Bresha Ruins map by visiting the small additional area in the southeast of the Echoes of the Past zo

- 'Eternity' Gate Seal: Closes the Serendipity (??? AF) Gate.
 'Disaster' Gate Seal: Closes the Bresha Ruins (100 AF) Gate.

Monster Recruits

The mighty yet rare Don Tonberry can be found in this area and, if you have followed our recommended progression closely, can be conquered immediately—but only if you can find him. If capturing this monster's crystal is your outright goal, it's sensible to wait until you have the Battlemania Fragment Skill.

FINAL EPISODE

Fragment Collection

Paradox Scope Fragment
Visit the Mystic in Serendipity after completing the main storyline to collect the
Paradox Scope Fragment Skill.

Academic Rank: Monster Professor
To complete this giant side quest in a timely fashion, you may find that it's a good idea to cross-reference every monster unlocked in your in-game Bestiary with those in our Bestiary chapter. Make a note of all the opponents that you are missing (see page 150 for some useful tips), then begin to methodically hunt them down while you complete other post-story objectives.

Paradox Endings

Paradox Endings.
You can now obtain the remaining Paradox Endings. These are The Future is Hope (see page 150), Test Subjects (see page 147), Vanille's Truth (see page 98), Beneath a Timeless Sky (see page 175) and Heir to Chaos (see page 181). The CP rewards should leave you with a max-level party, so you can now obtain the Giant's Fist Trophy/Achievement: see page 298.

Final Step: Monster Professor

Complete your Bestiary and return to Dr. M to reach the 11/11 Fragments milestone for Academia (4XX AF), and a total of 160/160 Fragments for the entire Historia Crux. Visit Serendipity to collect the final Fragment Skills, and replay the final boss battle with the Paradox Scope activated in Academia (500 AF) to view the "Secret Ending". This additional cinematic appears after the closing credits.

Fragment Collection

You obtain the Amethyst and Luvulite Fragment for defeating the two towering sub-bosses not long after arrival, but the Paradox Scope – and the 2/2 Fragments milestone – requires that you complete the final boss battles.

'Determination' Gate Seal: Closes the A Dying World (700 AF) Gate

'Final Battle' Gate Seal: Closes the Academia (500 AF) Gate.

FINAL EPISODE

Academia (500 AF) - see page 188

Farming Opportunities

The Yeoman (and, to a lesser extent, Pantopoda) found on the long central platform drop plenty of Potent Boosters, providing a long-awaited supply of Grade 4 Mechanical Monster Materials. The extremely high spawn rate means that you should accumulate these items at an appreciable rate. You can finally max out Mechanical monsters (including Cloudburst) with a little dedicated

100% Exploration Milestone

Exploring every possible area in Academia (500 AF) and Academia (4XX AF) Exploring every possible area in Academia (300 AF) and Academia (4AX AF) enables you to complete the final objective for the Academic Rank: Paradox Professor side quest, so return to Miss Horizon in Academia (400 AF) to collect your rewards and reach the 13/13 Fragments milestone. On your way back to the Alley, you can also make an optional detour to defeat Geiseric (see page 137). Once you are finished in the area, visit the Mystic to collect the Battlemania Fragment Skill: an essential ability for the Monster Professor side quest. New Bodhum (700 AF) - see page 182

Activate the Paradox Scope, then visit this location to collect Serah's Message and Noel's Message to reach the **5/5 Fragments** milestone.

Archylte Steppe (??? AF) - see page 105

Defeat Long Gui and Yomi to reach the 12/12 Fragments milestone for the Archylte Steppe and a considerable sum of bonus Crystogen Points. This should take Serah and Noel fairly close to the level cap for all roles. At this point, you can take the time to acquire "ultimate" weapons for both characters by farming the Steppe bosses; use the Chocobo Races or fight Raspatil (see page 172) to generate the necessary funds. The latter technique will also enable you to easily afford the four Fragments in Serendipity if you did not do so earlier.

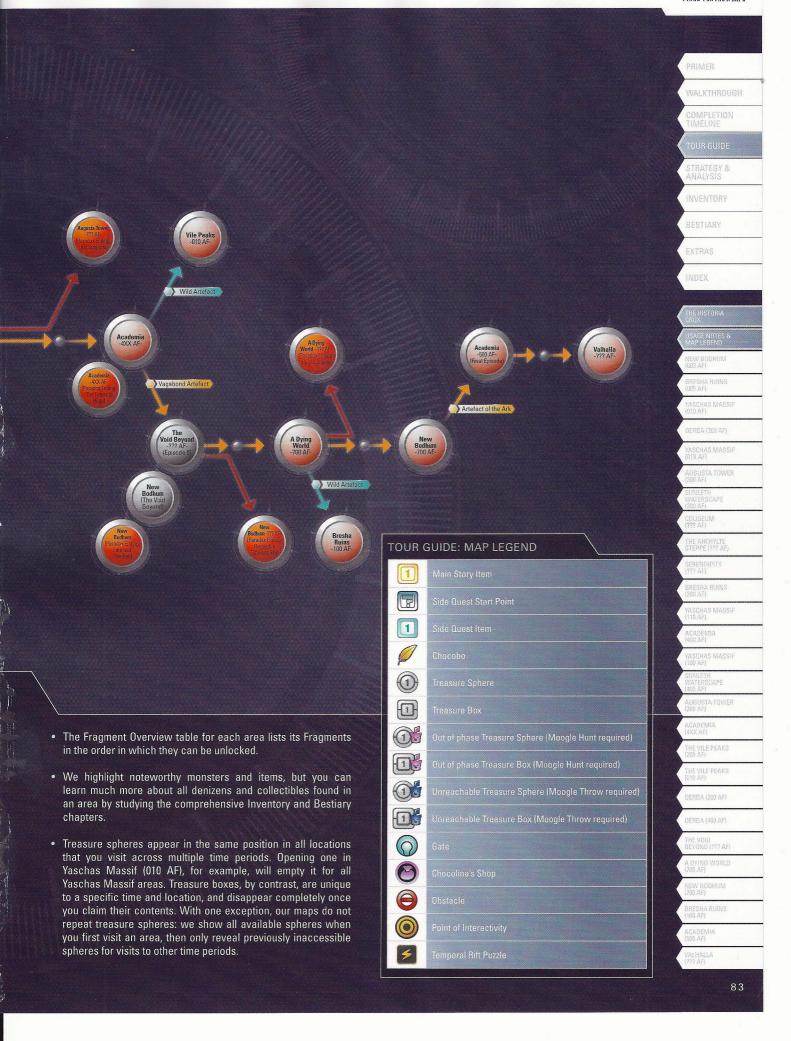
TOUR GUIDE

Packed with maps, enemy information, useful advice and a wealth of profitable trivia, this Tour Guide covers every last side quest and interesting activity that you can enjoy in Final Fantasy XIII-2. Whether you aspire to nothing less than 100% completion, or simply wish to pick up notable rewards and equipment while striving to finish the main storyline, this chapter leaves no stone unturned.

Spoiler Warning! We have arranged all locations covered in this chapter to correspond with your likely progression through the main storyline. If you are sensitive about gameplay and (albeit mild and non-specific) story spoilers, we would advise against casual browsing. Use the tab system on the right-hand page overleaf to reach the destination you wish to study.



THE HISTORIA CRUX Wild Artefact Wild Artefact Wild Artefact **TOUR GUIDE: USAGE NOTES** This chapter has been designed for maximum ease of use, but there are a few points that we should make clear before you continue. • Each main Tour Guide entry features an "Indigenous Monsters" table, documenting the different types of opponents you may COLOR CODE face on your travels in the region. This features the Role of all tameable creatures (plus the default probability of capturing them), the two items they may surrender in the post-battle Spoils (common first, rare second), and a selection of general tips and useful observations. • Though we specify the precise unlock conditions for Fragments, you should also note that you can only have two side quests active in a single Historia Crux location at a time. If you find that a quest giver is inexplicably mute, try to complete an outstanding objective and return later.



NEW BODHUM (003 AF)



INDIGENOUS MONSTERS Power Droplet/ Exoray (MED - 10%) Mana Droplet

This extremely rare opponent can appear in the Tidal Shallows and Beachfront zones. It will only spawn after you return to New Bodhum from the Historia Crux. Either Double Trouble or the Slash & Gorgonopsid Potion/ Burn Paradigms will suffice during Power Wristband (COM - 15%) your first story encounters. Meonekton Potion, Both of these opponents cease to Phoenix Down (COM - 15%) appear after the first battle with Nekton Potion/ Gogmagog. (RAV - 15%) Phoenix Down This enemy type is resistant to Pulsework Potion/ physical and magical attacks until Soldier Staggered, so aim to fill the Chain Iron Bangle (SEN - 15%) Gauge quickly. Sarracenia Only appears in the Tidal Shallows Phoenix Down/ (COM - 20%) Phoenix Down The most common enemy type in Spiceacilian Potion/ New Bodhum. Use Double Trouble (RAV - 20%) for short battle times during your Potion story visit.

SUMMARY: STORY OBJECTIVES

Moderately rare; only appears after

you return to New Bodhum.

- Clear the beach of hostiles; travel to the north of the Winding Way area to defeat Gogmagog, then visit the Meteorite Impact Site and interact with the object at the waypoint.
- Investigate the three potential Artefact leads in the Town Square area; after questioning the young boy, return to the NORA House and examine the mirror.
- Return to the Meteorite Impact Site to fight Gogmagog a second time, then depart via the Gate.
- See page 30 for a complete walkthrough.

Potion/

Phoenix Down

Tabasco Toad

(RAV - 15%)

FRAGMENT: HEART PRISM



Once you have fought Gogmagog for the first time, speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest. You cannot complete this task until you obtain the Giant's Artefact during the main storyline. The Medical Kit that she asks you to retrieve can be found in a treasure box located in the northwest of the Winding Way zone; it's just up the slope from a treasure sphere (1). Return it to Nell to obtain the Heart Prism Fragment and 50 CP.



FRAGMENT: GRAVITON CORE ALPHA

This Fragment is located on a slightly raised metal hatch in the Tidal Shallows area (see page 57). You can only collect this (and the accompanying 500 CP bonus) after you obtain the Moogle Hunt ability during the events that occur in Bresha Ruins (005 AF).

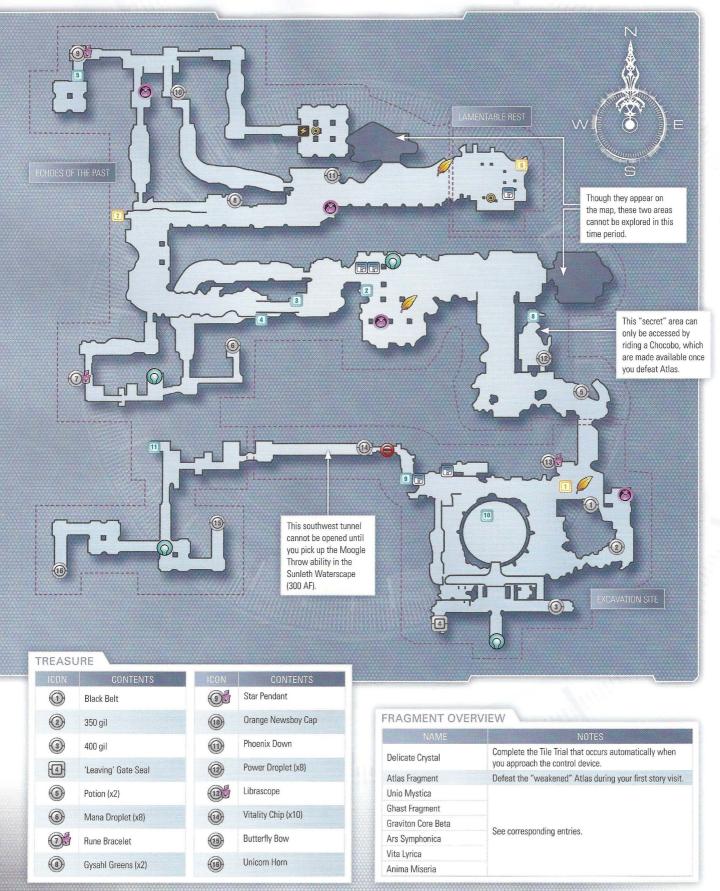
POINTS OF INTEREST

- There is a brief cutscene where Gadot greets Serah the first time you return to New Bodhum from the Historia Crux.
- New Bodhum is a great place to farm Potions and, to a lesser extent. Phoenix Downs. We recommend the Tidal Shallows zone as the best place to farm: this offers the highest concentration of Spiceacilians (they can drop Potions at an incredible rate) while the less common Sarracenia has the Phoenix Down as both its Common Drop and Rare Drop.
- A side benefit of farming for useful items in the Tidal Shallows is the opportunity to fight the ultra-rare Exoray opponent and obtain its Monster Crystal (though this is only possible after the system has been introduced in Bresha Ruins (005 AF)). This is a noteworthy and reasonably cost-effective Medic. However, given the difficulty of acquiring it - you might fight a dozen encounters without seeing it once, with no guarantee that you will acquire its crystal after a battle - this is definitely a bonus for the dedicated only.

THE VILE PEAKS

BRESHA RUINS (005 AF)

With several side quests and some interesting monster-hunting opportunities, Bresha Ruins (005 AF) offers much more than just the main story events that occur during your visit. Taking the time to complete optional objectives here will leave your party in great shape for Episode 3.





INDIGENOUS MONSTERS

Phoenix Down/

Potent Droplet/

Vitality Sliver

Star Pendant

Potent Sliver/

Potent Sliver/

Thickened Hide

Potent Droplet/

Pot Shard

Antidote/

Pot Shard

Potent Droplet/

Potent Droplet/

Potent Bolt/

Potion/

Down

Radial Bearing

Phoenix Down

Potent Bolt/

Remedy/

Radial Bearing

Potent Droplet

Potion / Phoenix

Thickened Hide

Albino Lobo

(RAV - 15%)

(COM - 10%)

Amanojaku

(SYN - 10%)

(RAV - 10%)

(MED - 30%)

Dendrobium

(SAB - 10%)

Garchimacera

(RAV - 30%)

Gremlin (RAV - 30%)

Hoplite

Nekton

Knight

(COM - 15%)

Meonekton

(COM - 15%)

(RAV - 15%)

Pulsework

(SEN - 15%)

Uridimmu

(COM - 15%)

Notsugo

Cait Sith

Svarog

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SUMMARY: STORY OBJECTIVES

- After beating Paradox Alpha in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
- Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
- Collect the Eclipse and Reunion Artefacts, then open the Gate of your choosing to begin either of the two possible main story branches.
- See page 34 for a complete walkthrough.

SOUTHWEST TUNNELS



They can be found in the external Echoes of the Past areas, and - our tip for capturing them - the southwest tunnels They can be extremely dangerous for low-level parties: use Delta Attack. Little more than a nuisance. Can heal itself and its allies, but poses no danger. A moderately dangerous opponent for weaker parties. Use Relentless Assault to Appear in the external areas of Echoes Only appears in the Echoes of the Past Can be encountered in the west and northwest tunnels. These enemies stop appearing when you return to the area having completed all story objectives. Only encountered in tunnel areas Use Relentless Assault followed by Tri-disaster to fill the Chain Gauge, then switch back for a near-instant finish. Mostly appears in the external areas of Echoes of the Past, though it can be found in the southwest tunnels.

These rare monsters only appear once

you return to Bresha Ruins (005 AF)

Stagger it quickly.

of the Past.

tunnels.

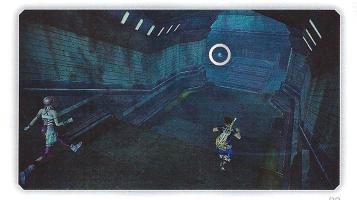
having completed all story objectives.

The tunnels in the southwest of the Bresha Ruins map are sealed off during your first visit. However, if you return here once you obtain the Moogle Throw ability from Sunleth Waterscape, you can open the treasure sphere on the north side of the circular shaft in the Excavation Site area (1). This contains the Holding Cell Key, which can be used to remove the barrier inside the room where Serah and Noel were held earlier in the story.

Access to the southwest tunnels is required to reach the Gate in that area - which can be activated with a Wild Artefact to unlock Bresha Ruins (300 AF) - and to complete the Vita Lyrica side guest. One of the treasure spheres there contains the Butterfly Bow, an exceptionally fine weapon for Serah if collected early in the story. This is also a good hunting ground for those seeking to encounter rare enemy types.

FRAGMENT: UNIO MYSTICA

Speak with the Captain in the southern Echoes of the Past area close to Chocolina and a Gate to begin the Unio Mystica side quest. You need to locate two items in the area. The first is a short walk away. From the Gate, there is an "out of phase" treasure sphere to the left of the entrance to the west. This contains the first Capsule. The treasure sphere in the first dead end on the east side of the west tunnel (at the bottom of the large "steps") contains the second Capsule (© 02). Return both of them to the Captain to claim the Unio Mystica Fragment and 100 CP.



FRAGMENT: GHAST FRAGMENT

Speak to Chester in the exterior Echoes of the Past area where Chocolina and a Gate are located to begin the Ghast Fragment side quest. The Ghast can be found inside the tunnels in the far northwest of the map, close to a treasure sphere containing a Star Pendant (© 03). The Ghast's physical assaults aren't overly threatening, but its Fira attack will send weaker party members straight into critical status. If you confront it before fighting Atlas, employ Delta Attack for the added security of a Sentinel to soak up damage, and use Potions liberally. If you leave this task until later, you can instead coast through the battle with Relentless Assault. After you defeat the monstrosity, you will receive the Ghast Fragment and 600 CP.



FRAGMENT: ARS SYMPHONICA

Requirements: Defeat Atlas; complete the Unio Mystica and Ghast Fragment side quests.

Speak to Cordelia in the Excavation Site area (she's usually found to the south) to begin the Ars Symphonica side quest. This short find-and-deliver task can be completed in mere seconds. Head into the control center in the northwest of the area, close to where Serah and Noel were imprisoned earlier in the story, then use the Moogle Hunt to reveal a treasure box. Open it, then return the Personal Notes item to Cordelia to obtain the Fragment and 100 CP.



FRAGMENT: VITA LYRICA

Requirements: Obtain the Moogle Throw ability in Sunleth Waterscape (300 AF).

Unlock access to the southwest tunnels (see previous page), then speak to a soldier named Morris — he is stationed by the storeroom where Serah and Noel were imprisoned earlier. Use the Moogle Hunt ability to reveal a phased treasure sphere in the tunnel to the west of him; this contains the Army Comm Device. Return this to the soldier to obtain the Vita Lyrica Fragment and 200 CP.

FRAGMENT: ANIMA MISERIA

Requirements: Defeat Atlas; complete the Unio Mystica, Ars Symphonica, and Ghast Fragment side quests.

Speak to Jed in the Lamentable Rest area to begin this side quest, though you should note that it cannot be completed until you unlock the Bresha Ruins (300 AF) destination. Once you have done so, travel there and examine the flower just east of the Chocobo and Lex (the Iridium Ring quest giver) in the Lamentable Rest area to obtain a Silver Petal. Return to Bresha Ruins (005 AF) and deliver the item to Jed to receive the Anima Miseria Fragment and 200 CP.

FRAGMENT: GRAVITON CORE BETA

This Fragment is located in the "secret" walled area in the southeast of the Echoes of the Past area. After you defeat Atlas, grab a Chocobo and ride it up the ramp on the northwest side of this enclosed space, then hold \bigcirc/\bigcirc to fly over the barrier (\bigcirc 04). Perform a Moogle Hunt to identify the Fragment by the north wall. You can then collect it (and loot the nearby treasure sphere) before dropping through one of the two openings to the south.



NOTEWORTHY MONSTERS

- Defeating Pulsework Knights to obtain the Pulse Knight Monster Crystal is highly recommended: this SEN is an Early Peaker with an exceptional HP stat once upgraded to its maximum level 20. Setting up the Tri-disaster Paradigm before you hunt one can be very effective: perform an initial flurry with Relentless Assault, then switch to this all-RAV formation to Stagger it rapidly. Both the Pulsework Knight and Hoplite drop Potent Bolts, a Grade 1 monster material that can be used to level the Pulse Knight. You will need 28 of these to max it out - a sum that you may accrue while hunting for the Monster Crystal itself.
- The rare Albino Lobo can be found in the exterior Echoes of the Past areas and - slightly more commonly - the southwest tunnels once you complete main storyline objectives for Bresha Ruins (005 AF). This Ravager has stats far in excess of its rivals for this stage in the story, and can be a powerful ally once you find and invest Slivers on its development: its HP, Strength and Magic stats grow rapidly.

PARADOX ENDING:

A GIANT MISTAKE

Though Atlas cannot be defeated unless you weaken him with the control

device during your first visit to this location, you can actually return at

a later date to confront the giant in a fair fight. However, taking his

increased stats into account, we would recommend that you wait until

Serah and Noel have in the region of 3,000 HP and 3,800 HP respectively and, ideally, much more for a less protracted encounter. We would also suggest that you have the Bunkerbeast (at around Level 30) and a maxed-

out Dragoon in your Paradigm Pack; a well-developed monster Medic is

Once you are ready to tackle this challenge, use the 'Scars' Gate Seal

(found in Yaschas Massif (010 AF) - see overleaf) to close the Bresha Ruins (005 AF) Gate on the Historia Crux. After the (brief) opening fight,

As in your early story confrontation, Atlas employs a limited number

of ponderous assaults. You can easily mitigate the damage caused by

you can skip all cinematics, then make your way directly to Atlas.

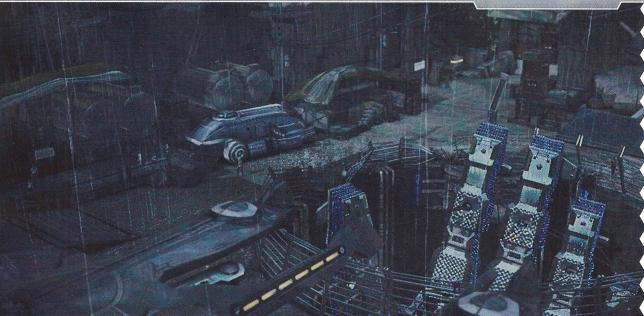
useful, but not vital.

these with a swift Paradigm Shift to Tortoise, and you have ample time to switch: Atlas may be a mighty war machine, but he telegraphs his punches like a rank amateur. Use the Discretion Paradigm to heal your party when required while the Dragoon stabilizes the Chain Gauge; you could also use the all-MED Salvation to minimize breaks in your full offensive. The success rate of debuffs against Atlas is rather low, so there's no real need to employ a SAB. You should also note that his "hand clap" attack removes active buffs, so employing a Synergist will slow the battle down.

When you are not reacting to his attacks, use Relentless Assault to wear Atlas down. He has a huge Chain Resistance, but raising the Chain Gauge will make a big difference as the battle progresses. Defeating him unlocks the A Giant Mistake Paradox Ending, and you obtain the "Transcript: A Giant Mistake" Fragment and a total 11,000 CP as a reward. You may also pick up a rare Gold Bangle and Potent Generators in the Spoils, though the probability of picking up the former is a slender 5%.

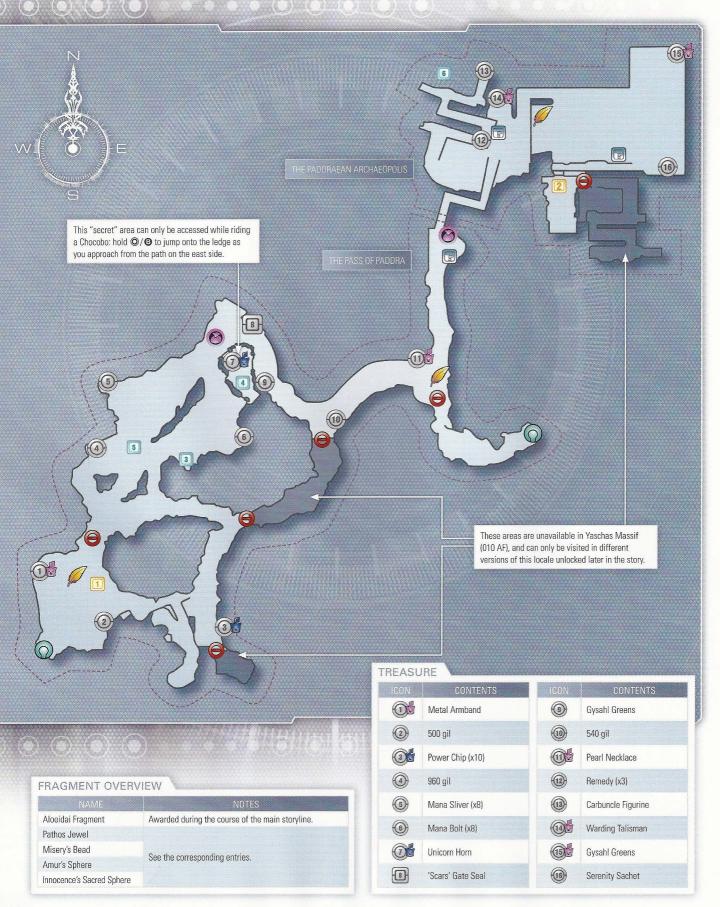
POINTS OF INTEREST

- On your first story playthrough, there are two "optional" Live conversations that can occur in specific areas. The first is in the dead end on the east side of the west tunnel, right by the treasure sphere that contains eight Mana Droplets. The second is in the far northwest of the map, inside the tunnel, close to a treasure sphere containing a Star Pendant.
- The northwest tunnels are a good spot to grind for mechanical Grade 1 monster materials; the Hoplites are generally a better bet than Pulsework Knights. Garchimacera and Gremlins are extremely common in the external Echoes of the Past area; both have Potent Droplets as their Common Drop.
- The elevated walkway in the south of the Excavation Site zone features an oddity: a yellow rotating circle just in front of a gap in the barrier. This is actually a spot where you can perform a special jump while riding a Chocobo. It serves no purpose other than to offer a swift (and rather unorthodox) return to the lower level.



YASCHAS MASSIF (010 AF)

Though the Feral Behemoths may rule the Pass of Paddra on your first visit, rest assured that you can return to exact casual vengeance for unfortunate chance encounters at a later date.



OBJECTS OF INTEREST Map of Yaschas Speak to the Researcher close to the Gate in Massif the southwest of the Pass of Paddra Obtained after speaking with Hope during the course of the main storyline. This activates the 2 Hollow Artefact Gate on the far east of the Pass of Paddra area to unlock Oerba (200 AF). Found in a treasure box. Key item required for 3 Tablet of Paddra the Orb of Clotho side quest in Yaschas Massif (01X AF). Found in a treasure box on top of the "secret" area in the Pass of Paddra; you'll need the 4 Fruit of Fenrir Moogle Throw or a Chocobo to reach it. Key item for the Sword of Lachesis side quest in

Yaschas Massif (01X AF).

Requires a Moogle Throw.

side quest.

5

6

Behemoth Fang

Pathos Jewel

INDICENOUS MONSTEDS

Obtained by defeating a Feral Behemoth for

the first time. Key item for the Misery's Bead

	DROP (COMMON/RARE)	NOTES
Feral Behemoth (COM – 10%)	Potent Sliver/ Power Chip	Spawns in the darkened area on the west side of the Pass of Paddra area. See "Fragment: Misery's Bead".
Gahongas (SYN – 20%)	Mana Sliver/ Shattered Bone	Will augment their prowess with buffs unless defeated quickly.
Gandayaks (COM – 25%)	Power Sliver/ Shattered Bone	Can be tough opponents for a low-level party. Their powerful physical attacks regularly interrupt actions.
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks. Can inflict Deprotect and Debrave.
Spiranthes (MED – 25%)	Potent Droplet/	Has the Item Collector passive ability. See "Points of Interest" for more information.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Should be little more than cannon fodder by this stage.

SUMMARY: STORY OBJECTIVES

- Travel to the waypoint in the northeast of the Pass of Paddra area, speak to the woman by the barrier, then defeat Aloeidai.
- · Follow Hope; speak with the guard at the gate, then complete all conversations with Hope.
- Travel to the Gate on the far west side of the Pass of Paddra, then activate it with the Hollow Artefact and travel to Oerba (200 AF).
- See page 40 for a complete walkthrough.

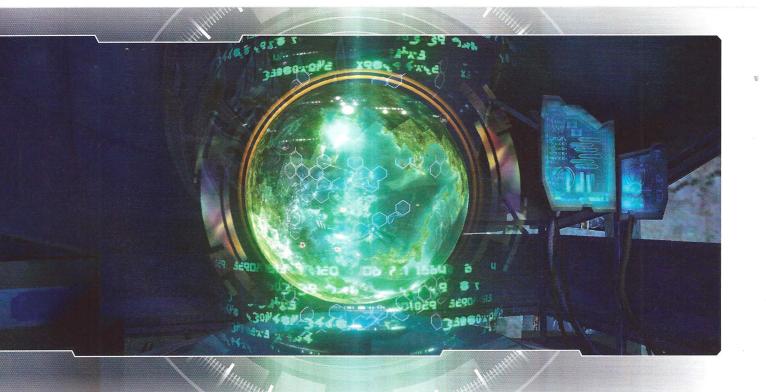
SIDE QUESTS: KEY ITEMS



Be sure to collect the Tablet of Paddra before you reach Chocolina in the Pass of Paddra; this will enable you to complete its related side quest on arrival in Yaschas Massif (01X AF). You can also pick up the Fruit of Fenrir for the Sword of Lachesis side quest in the same location, but this requires a little more effort. You cannot reach the raised area where the treasure box is located until you unlock Chocobos on the map, but those who have the Moogle Throw ability can pick it up early by hurling Mog from a position close to Chocolina (01).



AUGUSTA TOWER



FRAGMENT: PATHOS JEWEL

You can only collect this hidden Fragment if you have the Moogle Throw ability. After completing the conversations with Hope, climb the ramps in the northeast of the Paddraean Archaeopolis area. Stand by the barrier next to the giant head and perform a Moogle Hunt to reveal the treasure box. You can then use a Moogle Throw to open it and obtain the Pathos Jewel Fragment and 300 CP (© 02).



FRAGMENT: MISERY'S BEAD

Requirements: Speak to Hope and obtain the Hollow Artefact.

Speak to Brenda, who is found southeast from Chocolina in the north of the Pass of Paddra area. She needs a Behemoth Fang, which can be obtained by defeating a Feral Behemoth. While this is certainly something that you can achieve on your first visit with a well-leveled party and a strong Sentinel (the Pulse Knight being a mainstay at this stage in the game), you will find it much easier to return here and complete this short side quest later in the story — for example, when you return to complete the Amur's Sphere side quest after collecting the Old Battery from Yaschas Massif (01X AF). Though the Feral Behemoth attacks are still potentially devastating, the battle is rather easy by that stage if you use the Delta Attack Paradigm. Once you obtain the Behemoth Fang, deliver it to Brenda to obtain the Misery's Bead Fragment and 300 CP.

FRAGMENT: AMUR'S SPHERE

Requirements: Speak to Hope and obtain the Hollow Artefact. You must unlock Yaschas Massif (01X AF) to complete this side quest.

Speak to Cole in the Paddraean Archaeopolis, usually found at the bottom of the ramp from Hope and Alyssa, to start this side quest. Travel to Yaschas Massif (01X AF) to find a treasure box hidden behind crates just south of the Chocobo in the Paddraean Archaeopolis area (see page 96). Return the Old Battery key item to Cole in 010 AF to claim the Amur's Sphere Fragment and 300 CP.

FRAGMENT: INNOCENCE'S SACRED SPHERE

Requirements: Speak to Hope and obtain the Hollow Artefact. Cannot be completed until you can access Yaschas Massif (110 AF).

Speak to Shannon in the Paddraean Archaeopolis to start this side quest; she's usually standing close to the ramp that leads up to the giant head. On arrival at Yaschas Massif (110 AF), head to the northwest of the Pass of Paddra and open the treasure box with a Moogle Throw to obtain the Outdoor Watch key item (see page 96). Return this to Shannon in 010 AF to obtain the Innocence's Sacred Sphere Fragment and 300 CP.

POINTS OF INTEREST

- The fairly common Spiranthes enemy type has the Item Collector passive ability, which increases your odds of obtaining Rare Drops in post-battle Spoils when it is present in your party. If you intend to farm generic opponents for specific rewards, placing this monster MED in your Paradigm Pack can be a lucrative trick.
- Feral Behemoths have a 75% chance of dropping two Potent Slivers (a Grade 2 monster material), and always give 300 CP and 360 gil per battle.
 Once you can defeat them quickly and easily with Delta Attack (or, later in your party's development, Relentless Assault), their 100% spawn rate in their Pass of Paddra habitat presents an interesting farming opportunity.

OERBA (200 AF)

Those who remember Oerba from its appearance in Final Fantasy XIII will have little trouble finding their way around this desolate village. With no formal side quests to complete, you can claim all but one of the potential rewards here during your first visit.

STRATEGY & ANALYSIS (7) (2) 1 [] [TREASURE **OBJECTS OF INTEREST** Requires the Moogle Throw; see "Points of (1) Gysahl Greens (x2) Wild Artefact Interest" for more information. 2 Power Wristband Appears on the Deserted Schoolhouse rooftop Artefact of Origins after the fight with Caius Ballad. Used to unlock (3) Map of Oerba Yaschas Massif (01X AF). HE VILE PEAKS '00 AFI Requires the Moogle Hunt ability. Key item for the 3 Giant Egg 1 'Visions' Gate Seal Giant Egg side quest. Requires the Moogle Hunt ability. Key item for the 4 (5) Graviton Core Gamma Magician's Mark Graviton Core quest. OERBA (300 AF) 6 550 gil 0 Cie'th Tear (x3) FRAGMENT OVERVIEW (8) Hypnocrown Giant Egg See the corresponding entry. (1) Librascope Time's Stardust Time's Shell 10 Unlocked through story progression. 600 gil Time's Coral (1) Power Bolt (x10)* Graviton Core Gamma See the corresponding entry.

^{*}Only available after the confrontation with Caius; drop through the broken skylight on the roof terrace to find it.

INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES
Chelicerata (SAB – 20%)	Potent Sliver/ Mana Sliver	No longer appear once all story objectives for
Clione (SYN – 20%)	Potent Droplet/ Power Sliver	the area have been completed.
Chonchon (untameable)	Painkiller/ Cie'th Tear	Can inflict Curse, Imperil and Deshell. Cannot be Provoked by a Sentinel.
Frag Leech (COM – 15%)	Potent Chip/ Molted Tail	Encountered in the very top part of Village Proper, close to the steps, and the Ashensand
Ghast (untameable)	Potion/ Cie'th Tear	Generally not too much trouble when you encounter one, but two or more at once might require the use of Delta Attack at lower levels.
Lucidon (COM – 7%)	Potent Sliver/ Shattered Bone	This extremely rare monster will only appear once you have completed all main story objectives for the area. Aim for a quick Stagger to finish it.
Seeker (untameable)	Holy Water/ Cie'th Tear	Try to dispatch these weak enemies first when they are paired with a more resilient foe (such as the Ghast).
Zwerg Scandroid (RAV – 15%)	Potent Bolt/ Mana Chip	Weak and unremarkable.

FRAGMENT: GRAVITON CORE GAMMA

This Fragment can be found on a rooftop close to the center of the map in the Village Proper area. You can only reach it once Chocobos appear after the fight with Caius. Hold \bigcirc/\bigcirc to fly over the gap (\bigcirc 02), then dismount and use the Moogle Hunt to reveal it.



no

SUMMARY: STORY OBJECTIVES

- Perform a Moogle Hunt to reveal each Temporal Rift in turn and solve the puzzles to restore the Oerba map section by section.
- Head to the Deserted Schoolhouse and examine the Oracle Drive on the rooftop; defeat Caius Ballad.
- Collect the Artefact of Origins, then use this to activate the Gate in the northeast of the Village Proper area. Travel to Yaschas Massif (01X AF).
- See page 42 for a complete walkthrough.

FRAGMENT: GIANT EGG

Located in the very south of the map, next to the position where you arrive. Facing the Gate, it's just off to the left and must be revealed with the Moogle Hunt ability. Due to the "overexposed" nature of the light here, its outline can be difficult to see — especially as this is the last position you might expect to find a collectible (10 01).



POINTS OF INTEREST

- As this is the first point where you face Cie'th in numbers, you should pick up a number of Cie'th Tear components. These enable you to purchase the "Delicate" version of a number of accessories at Chocolina's shop, which provide a cost-effective way to boost Serah and Noel before (and even after) you expand their Capacity ratings. You can mix-'n'-match accessories of this kind in any way that suits your current needs.
- Ruinga and area-effect spells with the W-formation (see page 205) are very effective against the large groups that you encounter in this area (particularly Seekers and Chonchons).
- The Frag Leech and Zwerg Scandroid enemy types are notable for the number of low-grade monster materials they relinquish.
- In case you are wondering, the small robot that can be found close to Chocolina in the Village Proper area is called Bhakti.



01



PARADOX ENDING: VANILLE'S TRUTH

This Paradox Ending (and its related Fragment) can only be unlocked after you complete the main storyline. If you have yet to do so, stop reading now and return here later. Serah and Noel should have a minimum of 2,500 HP and 3,500 HP respectively, though we would recommend more — as is so often the case, the better their core stats are, the easier this trial will be. The fight can last for up to (and potentially over) twenty minutes at this level, and requires snappy reflexes for certain Paradigm Shifts and manual ability selections.

Once you have the Paradox Scope, turn it on in the Fragment Skills menu and close the Gate for Oerba (200 AF) with the 'Encounters' Gate Seal (found in Yaschas Massif (01X AF) — see overleaf). You do not need to complete the three Temporal Rifts with Time Reversal active, so just head straight for the Deserted Schoolhouse and, after setting up the Paradigm Deck specified in the accompanying table, trigger the confrontation with Caius.



SUGGESTED PARADIGM DECK

PARADIGM	NOEL	SERAH	MONSTER	STRATEGY
Premeditation	SYN	SAB	SEN	Useful to begin each "round" against Caius (a the beginning, and after he revives himself). Try not to refresh buffs until they disappear, because time is of the essence in this battle.
Smart Bomb	SAB	RAV	RAV	Once you have all buffs and your HP is fine, use this to build the Chain Gauge while inflicting ailments. If Caius uses Body and Soul while Staggered, and you have full HP and are about to defeat him, consider using his Paradigm to cast Dispel while increasing his Chain Bonus. It's risky, but with full HP you shouldn't die in a single attack. The gamble is worthwhile if Caius is low on HP.
Attrition	Sab	MED	SEN	The moment you see Body and Soul, switch to this and immediately use Noel to Dispel Caius's buffs. The SEN and the MED will enable you to survive (and instantly recuperate) if he hits you before you can remove his status enhancements.
Cerberus	сом	COM	COM	The moment you Stagger Caius, switch to this Paradigm for maximum damage.
Consolidation	SEN	MED	SEN	Whenever things go wrong (if a switch to Smart Bomb should go awry, for instance), use this to heal everyone. Be quick!

Caius has a far higher HP total in this confrontation (see page 292 to learn his precise stats), and is a much more redoubtable opponent. The key to winning the battle is to negate the effect of his Body and Soul ability. This heals him, has a Regen effect, and will imbue him with Bravery and Faith to greatly increase the damage he inflicts. If you allow him to maintain these abilities for more than a few seconds, he can hit your party with powerful attacks that necessitate healing... which means that the active Regen effect can restore him to full HP while you are distracted.

For a reasonably well-developed post-story party, the danger is that you can get caught in a cycle where Caius cannot defeat you, but you lack the raw power to knock him down before he heals. The solution is to employ Saboteurs. Ensure that Caius is suffering from the effects of Poison, Deshell and Deprotect at all times; Imperil is possible, but rarely sticks. You can then use the tactics outlined in the Paradigm Deck table. The moment you see the prompt for Body and Soul, switch to Attrition and use Noel to cast Dispel and remove Caius's buffs immediately.

Feral Links are very important in this fight if your party only meets the basic requirements, because they enable you to make the most of Staggers; you may benefit from pre-charging the gauges before you begin. The moment you Stagger Caius with Smart Bomb, use the monster RAV's Feral Link to build the Chain Bonus. As soon as this ends, instantly switch to Cerberus and use your monster COM's Feral Link to cause additional damage.

When Caius finally falls, enter Oerba (??? AF) to obtain the Transcript: Vanille's Truth Fragment and 10,000 CP.

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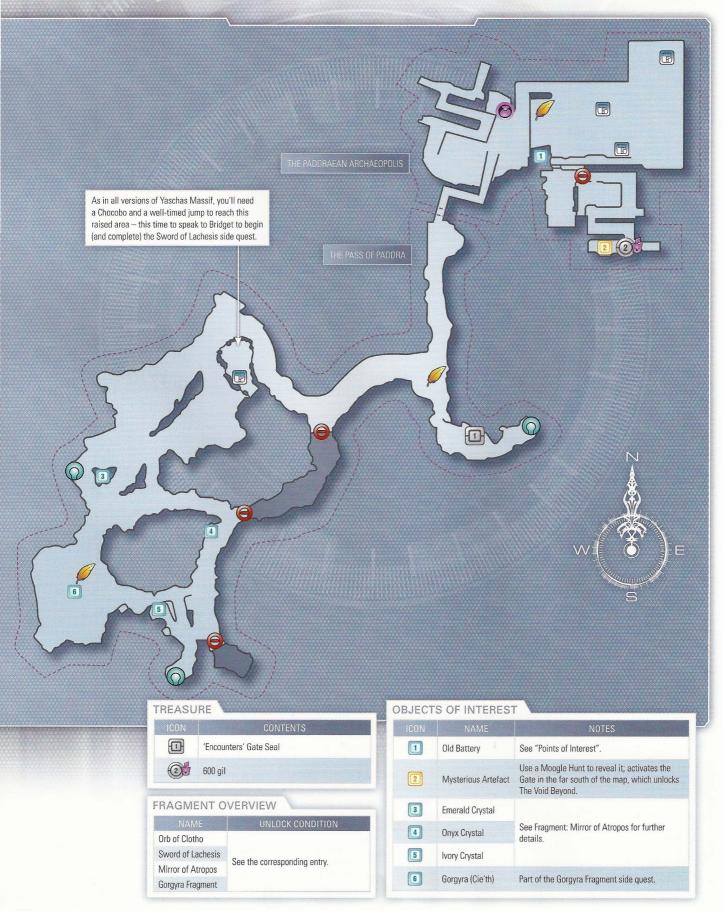
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YASCHAS MASSIF (D1X AF)

Though the main story visit is brief, and you now can dismiss most of its familiar monsters with contemptuous speed, this "alternate" Yaschas Massif has three side quests to complete straightaway. A fourth, in sharp contrast to the relative simplicity of other tasks, is a challenge that you cannot hope to beat until much, much later...



SUMMARY: STORY OBJECTIVES

- Head to the waypoint in the Paddraean Archaeopolis, then complete the sequence of conversations with Hope.
- Travel to the top of the ramps in the south of the Paddraean Archaeopolis, then use the Moogle Hunt to reveal the Mysterious Artefact. Use this on the Gate in the far south of the map.
- See page 44 for a complete walkthrough.

FRAGMENT: ORB OF CLOTHO

Requirements: Complete the main storyline conversations with Hope.

Speak to Marlow in the Paddraean Archaeopolis. The item he requires is the Stone Tablet. You should have collected this on your first visit to Yaschas Massif (010 AF); if not, turn to page 90 to learn its location. Deliver the item to Marlow to obtain the Orb of Clotho Fragment and 300 CP.

FRAGMENT: SWORD OF LACHESIS

Requirements: Complete the main storyline conversations with Hope

Speak to Bridget on the "secret" raised area in the north of the Pass of Paddra to begin the Sword of Lachesis side quest. She needs a flower that only bears fruit during an eclipse — which, unless you took our advice to pick up the Fruit of Fenrir earlier, necessitates a trip to the identical locale in 010 AF (see page 90). Return this item to Bridget to obtain the Sword of Lachesis Fragment and 300 CP.

FRAGMENT: MIRROR OF ATROPOS

Requirements: Moogle Throw ability. Complete the main storyline conversations with Hope.

Speak to Lester in the Paddraean Archaeopolis; you can usually find him wandering around the main square. He wants you to find three "falling stars". Return all three to Lester to claim the Mirror of Atropos Fragment and 300 CP.



The **Emerald Crystal** is found in a treasure box inside a hole in the west of the Pass of Paddra area. Use a Moogle Throw to collect it.



The **Onyx Crystal** is found in a treasure box a short walk south from the middle of three barriers {marked with red circles on the main map}. Look for a pile of stone debris, and you should spot it; use the Moogle Hunt to reveal it.

INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES
Gahongas (SYN – 20%)	Mana Sliver/ Shattered Bone	Attack infrequently, but will augment their prowess with buffs unless defeated quickly.
Gandayaks (COM – 25%)	Power Sliver/ Shattered Bone	Their powerful physical attacks regularly interrupt actions.
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks. Car inflict Deprotect and Debrave.
Narasimha (COM – 10%)	Power Sliver/ Chronomist	See "Points of Interest".
Necrosis (SAB – 10%)	Molted Tail/ Chronomist	A rare monster type. Delta Attack is recommended for low-level parties.
Spiranthes (MED – 25%)	Potent Droplet/	Uses Life Drain to attack, dealing low damage and healing itself.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Should be little more than cannon fodder by this stage.





The **Ivory Crystal** is found in a treasure box close to the south gate, beneath the metal walkway.

PRIME

MAINTHROLL

COMPLETION

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STRATEGY &

INVENTORY

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THE HISTORIA

USAGE NOTES &

MAP LEGEND

DODOUG GLUNIO

YASCHAS MASSI

AUGUSTA TOWER

SUNLETH

COLISEUM

THE ARCHYLTE

SERENDIPITY

BRESHA RUINS

YASCHAS MASSIF

ACADEMIA

YASCHAS MASSIF

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ACADEMIA

VALHALLA

POINTS OF INTEREST

- There is a treasure box hidden behind a collection of crates just northwest of the command center where the Oracle Drive is found. Use a Moogle Throw to open it. The Old Battery inside is required for the Amur's Sphere side quest in Yaschas Massif (010 AF).
- The Gate on the west side of the Pass of Paddra requires a Wild Artefact to activate, and leads to Augusta Tower (300 AF).
- The Narasimha is a Behemoth-class rare monster. Despite its misleadingly high HP, it's only marginally tougher than its Feral cousin in Yaschas Massif (010 AF) if you employ the correct strategy; we suggest that you set up the Solidarity (MED, COM, SEN) Paradigm in anticipation of a chance encounter. Start the battle with Delta Attack, and you'll sail through the first stage of the fight without any issues. Approximately halfway through the fight, the Narasimha will stand on its hind legs, draw a sword and completely replenish its own HP. Its new area-effect attacks mean that the efficiency of your Sentinel will be greatly reduced and your party may fall quickly. Switch to the Solidarity Paradigm, and your sole COM will exploit the high Chain Bonus to finish the fight while your MED keeps everyone in good health.
- As the fleet-footed Gandayaks and Gahongas enemies are near-impossible
 to avoid once they materialize, we strongly recommend that you leave the
 process of hunting for the Narasimha and Necrosis opponents until much
 later in the story, when you will acquire an ability that increases the spawn
 rate for rare adversaries.

FRAGMENT: GORGYRA FRAGMENT

Requirements: Complete the main storyline conversations with Hope.

This side quest challenges you to defeat Gorgyra, a powerful monster that you cannot possibly beat until your party reaches a developmental stage far ahead of your progress when you first arrive in this area. Once you meet the baseline requirements specified in the accompanying tables, speak to Duncan in the Paddraean Archaeopolis to begin the side quest; he's usually standing by the ramp that leads up to Hope and Alyssa. Gorgyra can be found in the clearing in the southwest of the Pass of Paddra, and will appear automatically as you walk around.

RECOMMENDED PARTY

	SERAH	NOEL
HP	2,500	3,000
Strength		
Magic	300	200
COM	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60; Bonus Boost II	Lv. 60; Bonus Boost II
SEN		A CONTRACTOR OF THE SECOND
SAB	Lv. 50; Bonus Boost II	-
SYN		
MED	-	Lv. 35; Bonus Boost II
ATB Level	4	4
Accessory Capacity	70	70
Special Required	Yes (Ultima Arrow)	No
Weapon	-	_
Accessories	Ailment resistance (especially Fog and Poison)	





Blizzara. At the Crystarium expansion, choose an extra ATB slot.

expansion, choose an extra ATB slot.

Before entering the battle, fully charge the Feral Link gauge for your Mud Frog (Cleansing Overture) and Cloudburst (Friendly Fire). Both of these skills are vital to the expediency of this strategy.

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23

Cloudburst

Flanitor

BAV

MED

- Gorgyra inflicts waves of random status ailments, is hard to damage before Staggering, and casts Doom if the battle lasts too long. Therefore, you should aim to take her down during a single Stagger while keeping your party in good shape.
- Start in Smart Bomb with an application of Deprotect and Deshell, then alternate between the two Diversity-W Paradigms to build and maintain the Chain Gauge while keeping your party healthy, making use of the "ATB Refresh" technique (see page 199). You should aim to prolong your Chain Duration (see page 194) to maximize the potential Stagger period. Do not bother with other debuffs; Gorgyra is immune to both Poison and Imperil, but is already weak to all elements. She also halves physical damage.
- If things look especially rough, switch to Discretion-W to remove ailments and heal quickly. As you get close to a Stagger (around 280-290%), use this Paradigm to ensure that your HP is topped up as you prepare to switch to an all-out offensive.
- Return to Smart Bomb to Stagger Gorgyra. If any allies remain afflicted with ailments, use Cleansing Overture, which removes all status effects from both allies and enemies, then immediately reapply Deshell to Gorgyra.

SUGGESTED PARADIGM DECK

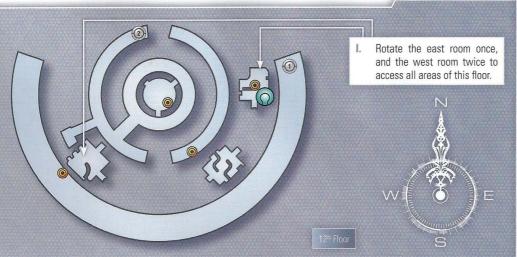
Cura is a must. Esunada, acquired at Level 34, will help even more, but you may be able to get by without it. At the Crystarium

	SERAH	NOEL	MONSTER
Smart Bomb	SAB	RAV	Mud Frog
Diversity-W	COM	RAV	Flanitor
Diversity-W	COM	RAV	Flanitor
Discretion-W	COM	MED	Flanitor
Tri-disaster	RAV	RAV	Cloudburst
Aggression	COM	COM	Cloudburst

- Switch to Tri-disaster and use Ultima Arrow, followed immediately by Friendly Fire. This combination bestows your entire party with Faith and Enfrost and will boost your damage many times over. It's now a simple matter of shifting to Aggression to cast Ruin repeatedly. The Stagger should last long enough for you to deplete all of Gorgyra's remaining HP. Try to maintain a continuous stream of attacks; you'll want to interrupt her as often as you can to prevent her from conducting any actions during the Stagger.
- If you feel that your offense needs a bit more punch, consider replacing one of the Diversity-W Paradigms with another Aggression. This will enable you to use the ATB Refresh technique during the Stagger.

AUGUSTA TOWER (300 AF)

Though it becomes a mandatory main storyline destination during Episode 4, you can actually travel to Augusta Tower (300 AF) and complete all necessary objectives in advance once you reach Yaschas Massif (01X AF). This offers early access to an interesting farming spot for certain Monster Materials, and the opportunity to capture an efficient monster Medic.

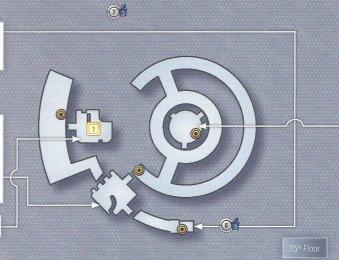


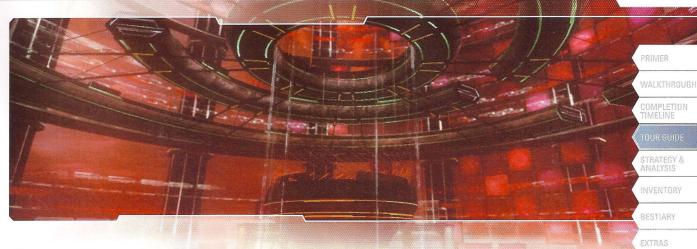


- 11. You cannot reach this platform, so it is automatically marked as "explored" on arrival. Open the treasure sphere with a Moogle Throw before you continue.
- III. Rotate the west room twice. Rotate the southwest room twice. Don't forget to walk onto the short inner walkway with an out-of-phase treasure sphere before you use the nearby elevator.



- IV. You cannot access the outer walkway on this floor, but there is a treasure sphere here, east of your starting position, that you can reach with a Moogle Throw.
- V. You can explore the inner map area before you rotate this room three times to create a path to the waypoint, though there is no obligation to do so straightaway: you'll need to return here later once you obtain Access Key 13 from Augusta Tower (200 AF). The treasure sphere on the north outer walkway requires a Moogle Throw.
- VI. Rotate this room twice to reach the final main story waypoint.





SUMMARY: **OBJECTS OF INTEREST** STORY OBJECTIVES

Reach the 15th Floor to obtain the Access Key 50 item.

Return to Augusta Tower (200 AF) and use it to progress beyond the 50th Floor.

See page 53 for a complete walkthrough.

POINTS OF INTEREST

- If you are aiming for 100% exploration for Augusta Tower, note that you can only obtain the Map of Augusta Tower during Episode 4 when you visit the 200 AF location.
- Flanitors and Flanborgs are a good source of Potent Engines, a Grade 3 Monster Material for use on Mechanical-type monster allies. We highly recommend that you recruit a Flanitor, a very useful monster Medic.
- Once you complete Augusta Tower (200 AF) and obtain Access Key 13, you will find that the 13th Floor contains the Dragoon and Orion enemy varieties found in 200 AF. This makes it an efficient spot to farm for Grade 2 and Grade 3 Monster Materials at the same time - especially with the Encounter Master Fragment Skill active.

ICON		NOTES
1	Access Key 50	Critical main story item; required to progress in Augusta Tower (200 AF). Obtained by interacting with the terminal at this position.

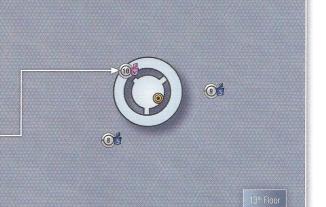
FRAGMENT OVERVIEW

NAME	NOTES
Entropy Board	Awarded automatically once you select the correct Live Trigger response (1237172) at the highlighted terminal on the 15th Floor. Obtained through core story progression.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Dragoon (COM - 10%)	Potent Chip/ Analog Circuit	See "Points of Interest".
Flanborg (COM – 10%)	Potent Engine/ Transparent Ooze	See "Points of Interest".
Flanitor (MED – 15%)	Potent Engine/ Transparent Ooze	Largely irrelevant as an attacking threat, the Flanitor will heal its allies. Low-level parties should neutralize it first.
Orion (COM – 10%)	Potent Chip/ Analog Circuit	See "Points of Interest".
Thexteron (SYN – 10%)	Potent Sliver/ Iron Shell	The weakest enemy in the area; of no great consequence.

- VII. Once you have obtained Access Key 13 by completing all three side quests in Augusta Tower (200 AF), return to the central elevator on the 15th Floor and interact with the panel to reach the 13th Floor.
- VIII. One of the three treasure spheres on this floor requires the Advanced Moogle Hunt, obtained automatically later in the main storyline.



THE HISTORIA

USAGE NOTES & MAP LEGENO

BRESHA RUNS (005 AF)

YASCHAS MASSIF (010 AF)

YASCHAS MASSIF

AUGUSTA TOWER

SUNLETH WATERSCAPE (300 AF)

BRESHA RUMS (300 AF)

YASCHAS MASSIF

THE VILE PEAKS

OERBA (300 AF)

DERBA (400 AF)

A DYING WORLD (700 AF)

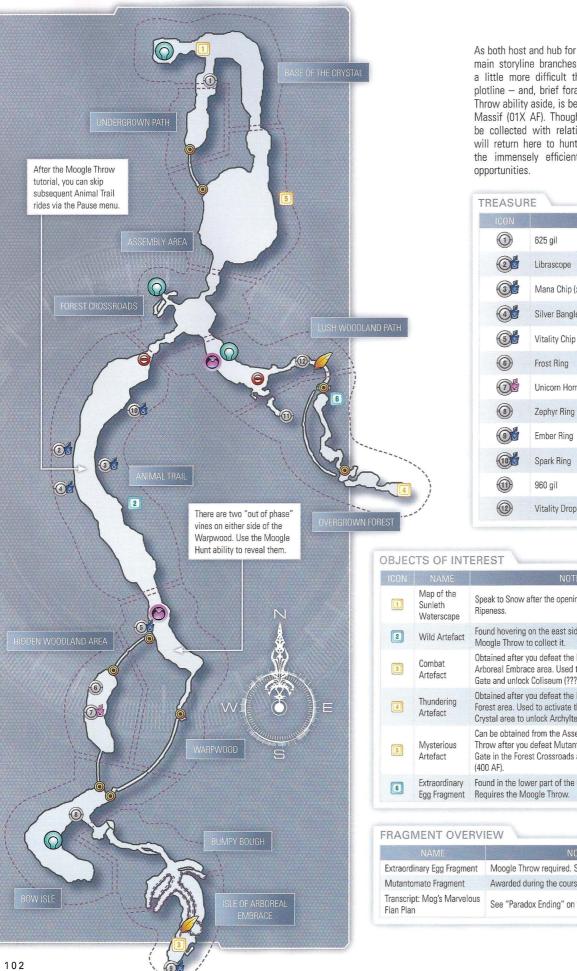
NEW BODHUM (700 AF)

BRESHA RUINS (100 AF)

ACADEMIA (500 AF)

VALHALLA (??? AF)

SUNLETH WATERSCAPE (300 AF)



As both host and hub for one of the two Episode 3 main storyline branches, Sunleth Waterscape is a little more difficult than the Yaschas Massif plotline - and, brief foray to pick up the Moogle Throw ability aside, is best left until after Yaschas Massif (01X AF). Though its two Fragments can be collected with relative ease, power gamers will return here to hunt two rare monsters and the immensely efficient Potent Sliver farming

ICON	CONTENTS
1	625 gil
25	Librascope
3	Mana Chip (x8)
4	Silver Bangle
55	Vitality Chip (x7)
©	Frost Ring
05	Unicorn Horn
(3)	Zephyr Ring
95	Ember Ring
	Spark Ring
(1)	960 gil
1	Vitality Droplet (x9)

	NAME	NOTES
	Map of the Sunleth Waterscape	Speak to Snow after the opening battle against the Royal Ripeness.
2	Wild Artefact	Found hovering on the east side of the Animal Trail. Use a Moogle Throw to collect it.
3	Combat Artefact	Obtained after you defeat the Miniflan in the Isle of Arboreal Embrace area. Used to activate the Bow Isle Gate and unlock Coliseum (??? AF) at the Historia Crux.
4	Thundering Artefact	Obtained after you defeat the Miniflan in the Overgrown Forest area. Used to activate the Gate in the Base of the Crystal area to unlock Archylte Steppe (??? AF).
(5)	Mysterious Artefact	Can be obtained from the Assembly Area with a Moogle Throw after you defeat Mutantomato. Activates the Gate in the Forest Crossroads area to unlock Academia (400 AF).
6	Extraordinary Egg Fragment	Found in the lower part of the Overgrown Forest area. Requires the Moogle Throw.

	NOTES
Extraordinary Egg Fragment	Moogle Throw required. See corresponding entry.
Mutantomato Fragment	Awarded during the course of the main storyline.
Transcript: Mog's Marvelous Flan Plan	See "Paradox Ending" on the page to your right.

INDIGENOUS MONSTERS Calautidon Potent Sliver/ See "Points of Interest". (SEN - 10%) Millerite Ceratoraptor Potent Sliver/ These two monster types are quite (RAV - 20%)Moistened Scale common in the far north of the map. The Ceratoraptor can employ its Courtship Dance ability to call additional Potent Sliver/ Ceratosaur Ceratosaurs into the battle, so target (SAB - 20%) Moistened Scale Appears in the southern and Fachan Mana Sliver/ eastern portions of the map, usually (SYN - 25%) Scaled Wing accompanied by Unsaganashi. Go for a quick kill with Relentless Assault. The Flanbanero's Fira attack is extremely dangerous when you first visit the Flanbanero Potent Sliver/ Sunleth Waterscape; target these (RAV - 15%) Vitality Sliver opponents first when they accompany These resilient enemies act as a "tank" for any weaker companions during Flandit Potent Sliver/ your first visit; leave them until last. (SEN - 10%) Power Sliver Rarely encountered until all main story objectives have been completed in the Most common in the south of the map Potent Droplet/ Miniflan during your first visit. An unthreatening (COM - 33%)Vitality Sliver adversary Due to their high HP, low-level parties should concentrate on eliminating **Oannes** Power Sliver/ weaker monsters that accompany the (SYN - 15%) Moistened Scale Oannes during encounters with mixed groups This rare monster can appear in pairs or groups of three once all story objectives Sahagin Mana Orb/ have been completed. We would advise Prince that you return to fight them after Chronomist (SYN - 10%) making a little more progress in the main storvline Mana Sliver/ Unsaganashi See "Fachan". (SAB - 25%)Scaled Wing

SUMMARY: STORY OBJECTIVES

- Fight the Royal Ripeness on arrival, then head south to fight the Miniflan and collect the Combat Artefact. Use this to activate the Bow Isle Gate and visit Coliseum (??? AF), where you'll obtain the White Hole Gem.
- Head back to Sunleth Waterscape and defeat the Miniflan in the Overgrown Forest area to obtain the Thundering Artefact. Use this to activate the Base of the Crystal Gate and visit Archlyte Steppe (??? AF) to obtain the Black Hole Gem.
- Return to Sunleth and defeat the Mutantomato enemy; collect the Mysterious Artefact and activate the Forest Crossroads Gate to enter The Void Beyond.
- See page 46 for a complete walkthrough.

EXTRAORDINARY EGG FRAGMENT

This Fragment is found in the lower part of the Overgrown Forest area in the southeast of the map (10 01). Use a Moogle Throw to obtain it before or after you defeat the nearby Miniflan to collect the Thundering Artefact.



01

WILD ARTEFACT

Once you acquire the Moogle Throw ability, use it to pick up this Wild Artefact on the east side of the Animal Trail while you are riding the beast (© 02).



0.0

POINTS OF INTEREST

- The large groups of Ceratosaurs and Ceratoraptors in the far north of the map surrender huge quantities of Potent Slivers. This is by far the best place to farm these Grade 2 Monster Materials.
- Once Mutantomato has been vanquished, the Assembly Area is the best place to hunt for the rare Sahagin Prince and Calautidon enemy types. The Calautidon is an extremely dangerous monster that does not appear until all story objectives have been completed in this area. They cannot be Staggered and have a blanket resistance to all damage types. Low-level parties should avoid these enemies entirely. If you return to hunt it at a later date, bring Remedies to remove the Daze status effect, and employ a Saboteur to weaken the beast with debuffs; a monster COM with the Armor Breaker skill will also make a massive difference. Calautidons can be encountered on their own, or in pairs; only reasonably high-level parties should take on the latter.
- The Flanbanero and Miniflan enemy types disappear entirely after you
 defeat Mutantomato. Though both can be encountered on the Archylte
 Steppe, you can also close the Gate here to return and hunt them. The
 Flanbanero has the Vitality Sliver as its rare drop, with a 10% base
 chance of surrendering five per kill.

DRIME

OTTO DESIGNATION

COMPLETION

TOUR GU

STRATEGY & ANALYSIS

INVENTORY

BESTIARY

PATRAC

VIDEX

THE HISTORIA

USAGE NOTES &

NEW BODHUM 1003 AFI

BRESHA RUINS

YASCHAS MASSIF

OERBA (200 AF)

YASCHAS MASS

AUGUSTA TOWER

SUNLETH WATERSCAPE

COLISEUM 1727 AFI

THE ARCHYLL STEPPE (777)

SERENDIPITY

BRESHA RUINS

VARCHAR STARRIE

KOADOMA

YASCHAS MASSIF

WATERSCAPE (400 AF)

AUGUSTA TOWER (200 AF)

ACADEMIA (4XX AF)

THE VILE PEAKS

THE VILE PEAKS

JERSA (300 AF)

ERBA (400 AF)

BEYOND (7?? AF)

A DVING WORLD

NEW BODHUN

BRESHA RUINS (100 AF)

CADEMIA

VALHALLI

PARADOX ENDING: MISCHIEVOUS MOG'S MARVELOUS PLAN WITH FLAN

This Paradox Ending can be completed once Serah and Noel have in the region of 2,200 HP and 3,000 HP respectively, but becomes much easier (not to mention substantially faster) at a later point in their development. Ensure that you have a stock of Wound Potions and (optionally) Remedies, a solid monster Sentinel, a Level 34+ Flanitor for its invaluable Esunada spell, and a monster RAV with a proficiency in Wind-based attacks to exploit your opponent's weakness to this element — Cloudburst being an easy choice.

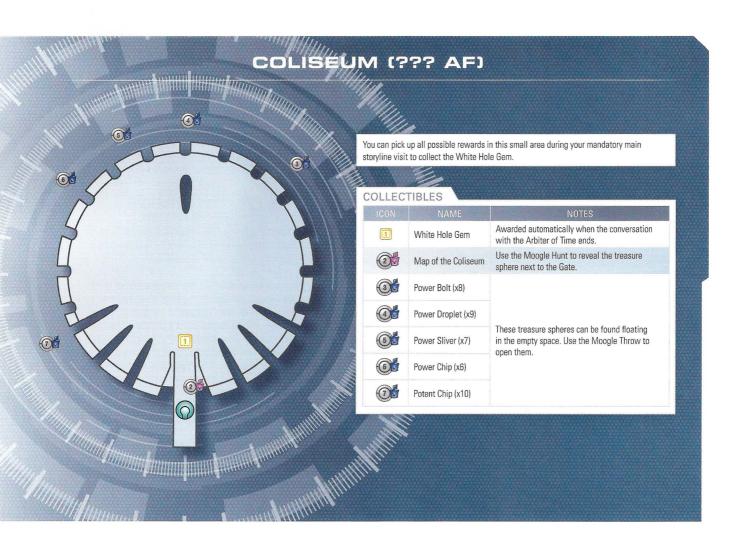
To begin the necessary fight with the Royal Ripeness, close the Gate at the Historia Crux, complete the mandatory opening battle, then approach the colossal Flan to initiate another confrontation.

PARADIGM	SERAH	NOEL	MONSTER
Tri-disaster	RAV	RAV	Cloudburst
Smart Bomb	RAV	SAB	Cloudburst
Tortoise	SEN	SEN	SEN
Aggression	COM	COM	Cloudburst
Salvation	MED	MED	Flanitor
Diversity	RAV	COM	Flanitor

Strategy Overview

- The Royal Ripeness employs its attacks in fixed, recurring patterns, which
 makes him very predictable. Weaker parties can switch to Tortoise before
 all of them, reducing the need to make breaks for healing. Its Belch attack
 inflicts Poison; your Flanitor's Esunada spell can dispel this almost instantly.
- Your opponent is vulnerable to Deprotect and Deshell, so switch to Smart Bomb to inflict these straightaway. The Royal Ripeness cannot be Staggered and is continually healed by the Flan at its base, so the key to winning the fight is to increase the Chain Bonus to a high total. Use Tri-disaster for rapid increases, taking short breaks in Diversity to "fix" the gauge and perform minor HP top-ups. Don't worry about damage: the trick here is to set the Royal Ripeness up for a quick downfall.
- Once the Chain Bonus reaches a set threshold (somewhere in the region of 600% for highly advanced parties, or above 900% for those that only meet the minimum suggested requirements), reapply the two debuffs if they have expired, then switch to Aggression to go for the kill.

The strategy outlined here should enable you to avoid the worst effects of the Quivering Wrath ability. The Royal Ripeness casts this late in the fight when its HP drops to a fairly critical level, imbuing itself with the rare Haste status effect — and, more alarmingly, introducing massive Wound damage to its attacks. This is why focusing on Chain Bonus increments over damage pays off in the end. On completion of the battle, you are returned to the Historia Crux. Select the Sunleth Waterscape (??? AF) destination to view the Paradox Ending cinematic. Once it ends, you will receive the Transcript: Mog's Marvelous Flan Plan Fragment and 10,000 CP.



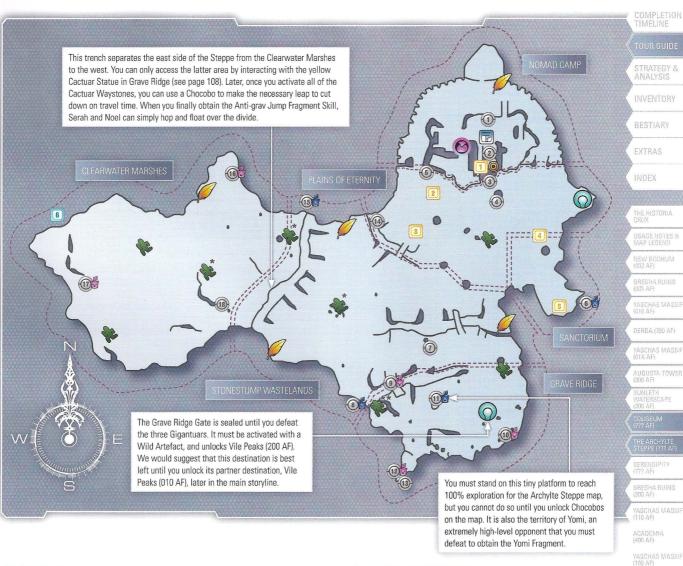
ARCHYLTE STEPPE (??? AF)

Though your main storyline visit to this near-untamed wilderness is brief, it is the primary hunting ground for many rare items and dozens of exclusive monsters - some of which are astonishingly challenging opponents. Most players will make regular return trips to this locale to complete new objectives as their party hits certain developmental milestones.

THE VILE PEAKS

THE VILE PEAKS

OERBA (300 AF)



CON	CONTENTS		CONTENTS
0	Grimoire Hat	105	Vitality Sliver (x9)
@	600 gil	1	Mana Chip (x8)
③	Potion (x3)	125	Phoenix Down
@	Remedy (x2)	(1)	Mana Bolt (x8)
(5)	Mana Droplet (x8)	(19)	Fractured Horn (x2)
6	Power Sliver (x8)*	115	Guardian's Edge
①	Vitality Droplet (x6)	165	Unicorn Horn
6	Woolly Sheep Figurine**	175	Gysahl Greens (x3)
05	Single Horn	(18)	700 gil

- * This is found on top of the cliff at the south end of the Sanctorium, and can be easy to miss: Moogle Throw required.
- ** Throw Mog through the hole in the rock wall to open this sphere.

OBJ	ECTS	OF	INT	EREST	1
and incommon and	ALTERNATIVE WHITE PROPERTY.	es de la companyo	NAME AND ADDRESS OF	NAME OF THE OWNER, WHEN PERSONS ASSESSED.	m

CON	NAME	NOTES	
1	Map of the Steppe	Obtained by speaking to Tipur when you fi arrive.	
2	Rough Wool		
[3]	Thick Wool	Key items in the Woolly Stone quest during your main storyline visit.	
(A)	Fluffy Wool		
[5]	Black Hole Gem	Obtained by defeating Faeryl.	
6	Wild Artefact	See the corresponding entry.	

LEGEND	Personal and the process of the annual of the constitution of the annual and the latest of the constitution of the constitutio
	CONTENTS
E.	Cactuar Statue

- * These statues each spawn a Gigantuar (see page 109).
- ** This Cactuar Statue will teleport you to the Clearwater Marshes area to the west (see page 108).

FRAGMENT OVERVIEW

	NOTES				
Goblin Fragment					
Woolly Stone	Obtained through story progression.				
Black Hole Gem					
Crimson Crystal					
Azure Crystal					
Forest Crystal	Interact with each of the five Cactuar Statues to obtain these Fragments; see page 108 for details.				
Amber Crystal	those fragments, see page 100 for details.				
Violet Crystal					
Ochu Fragment	Defeat Ochu (see page 110).				
Fragment of Invincibility	Defeat Immortal (see page 112).				
Yomi Fragment	Defeat Yomi (see page 114).				
Long Gui Fragment	Defeat the Long Gui in the Sanctorium (see page 113).				



NDIGENOUS MONSTERS

INDIGENOUS	MONSTERS \	Sample suppose successive success	
	DROP (COMMON/RARE)	FAVORED HABITAT	NOTES
Barbed Specter (SAB – 10%)	Power Sliver/ Power Orb	Grave Ridge, Stonestump Wastelands (Cloudy)	Despite its relative scarcity, this is a fairly unremarkable enemy.
Blue Chocobo (RAV – 15%)	Chocobo Plume/ Afro & Blue Chick	Clearwater Marshes (Sunny)	This variety of Chocobo has fairly weak physical attacks, but can occasionally employ powerful area-effect spells. As it cannot be Staggered, Chain Bonus growth is the key to beating it.
Buccaboo (RAV - 10%)	Potent Orb/ Power Orb	Stonestump Wastelands, Grave Ridge (Sunny)	Unremarkable until bestowed with buffs by a Buccaboo Ace, at which point they can pose a threat to parties at an early stage of the story.
Buccaboo Ace (RAV - 10%)	Potent Orb/ Power Orb	Stonestump Wastelands, Grave Ridge (Sunny)	These larger Buccaboos act as a "tank" for their smaller allies, and will apply buffs with their Goblinhancement ability. Leave them until last.
Cactuar (COM - 33.33%) Giant Cactuar (untameable)	Potent Orb/ Chocobo Tail Feather	Plains of Eternity (Sunny)	This rare opponent can use the Grow ability to transform into a Giant Cactuar — a separat monster that cannot be tamed, but is required for full 100% Bestiary completion for the Monster Professor side quest (see page 150). Both forms of this Cactuar will present no difficulties for a mid-level party.
Cactuaroni (COM – 5%)	Potent Essence/ Chocobo Tail Feather	Plains of Eternity (Cloudy, Stormy, Rainy)	This member of the Cactuar family has 777,777 HP but negligible attack power, so defeating it (and, indeed, capturing its crystal) is a matter of reducing its HP to zero befor it can flee. Inflict Deprotect and Poison to help your cause.
Caterchipillar (MED - 10%)	Phoenix Down/ Potent Essence	Clearwater Marshes (Rainy)	If you have a monster with the Item Collector passive ability in your active party, these otherwise forgettable opponents can drop plenty of Potent Essences.
Chelicerata (SAB – 20%)	Potent Sliver/ Mana Sliver	Plains of Eternity	These weak Rift Beasts only appear during your first storyline visit (prior to the defeat of Faeryl), usually accompanying the Clione.
Chocobo (COM – 100%)	Chocobo Plume/ Yellow Chick in Afro	Plains of Eternity (Cloudy, Stormy, Rainy)	Though you obtain one as standard during the main story events in this area, you will nee to face additional Chocobos to complete their Bestiary data. This is a rare monster — use the Battlemania Fragment Skill.
Chonchon (untameable)	Painkiller/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	Use Relentless Assault-W for short battle times.
Clione (SYN – 20%)	Potent Droplet/ Power Sliver	Plains of Eternity	See Chelicerata.
Cloudburst (RAV – 10%)	Mana Chip/ Thrust Bearing	Stonestump Wastelands (Cloudy)	The Cloudburst enemy type appears in the trench that divides the Plains of Eternity from the southern portion of the Stonestump Wastelands. It is an excellent (and cost-effective Ravager, and has one of the most useful Feral Link abilities in the entire game.
Debris (RAV – 10%)	Mana Chip/ Thrust Bearing	Grave Ridge (Cloudy)	Encountered in large groups in the south of Grave Ridge. Like Cloudburst, it makes an excellent Ravager once captured and leveled.
Flanbanero (RAV – 15%)	Potent Sliver/ Vitality Sliver	Plains of Eternity (Sunny)	Their Fira attacks may trouble low-level parties, but these uncommon opponents are generally of no consequence. If you specifically need to hunt them down, Sunleth Waterscape (300 AF) is a better place to do so.
Flangonzola (COM – 10%)	Vitality Sliver/ Chronomist	Plains of Eternity (Sunny)	Rare monster; only appears in groups of three. Uses powerful Firaga attacks, so will doubtlessly be too powerful for parties fresh from Sunleth Waterscape.
Flowering Cactuar (MED – 33.33%)	Potent Essence/ Chocobo Tail Feather	Plains of Eternity (Sunny)	This rare enemy is easy to defeat, despite its relentless attack speed, but hard to find. Once captured, it is called "Cactrot".
Fomoire (untameable)	Power Crystal/ Defender's Topaz	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 116.
Gancanagh (SAB – 10%)	Mana Essence/ Sinister Fang	Clearwater Marshes (Sunny)	Often encountered together, the Gancanagh and the larger Ace fall quickly to a sustained
Gancanagh Ace (SYN – 10%)	Sinister Fang/ Entite Ring	Clearwater Marshes (Sunny)	offensive. As usual, target the smaller monsters first.
Ghast (untameable)	Potion/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	The strongest of the basic Cie'th varieties in stormy conditions, but still no threat to even a low-level party.
Goblin (COM – 30%)	Remedy/	Plains of Eternity (Sunny)	An irrelevance as an opponent, the humble Goblin is an Early Peaker COM with some useful abilities that can be transferred to favored Monsters via an Infusion. Goblins also offer a plentiful supply of Remedies if farmed.

	DROP	FAVORED HABITAT	NOTES	WALK
ioblin Chieftain SEN – 15%)	(COMMON/RARE) Potent Droplet/ Mana Sliver	Plains of Eternity (Sunny)	A stronger and more resilient version of the Goblin, capable of bestowing status enhancements.	COMP
edge Frog (AB – 10%)	Potent Essence/ Mana Crystal	Clearwater Marshes (Sunny, Rainy)	These weak opponents present one of the best Potent Essence farming opportunities anywhere in the game.	TOUR
pusteke ntameable)	Mana Crystal/ Blaster's Sapphire	Grave Ridge, Stonestump Wastelands,	See page 116.	STRAT ANAL)
ong Gui	Ribbon/	Clearwater Marshes (Stormy) Sanctorium (Sunny)	See page 113.	INVEN
ntameable) Iajor Moblin	Adamantite Vitality Essence/	Grave Ridge,	Acts as a tank for smaller Moblins. It will also attempt to cure them and apply multiple	BESTI
EN - 10%)	Royal Armlet	Stonestump Wastelands (Sunny)	buffs with Goblinhancement. It is almost of no consequence as an attacking threat, so concentrate on its allies.	EXTRA
lalebranche ntameable)	Potent Generator/ Berserker's Ruby	Clearwater Marshes (Stormy)	This resembles the Wladislaus at first glance. See page 116 for more information.	INDEX
letal Gigantuar EN – 3%)	Potent Booster/ Hermes Sandals	Stonestump Wastelands (Sunny)	Rare enemy; appears in a Distortion, and can be found in the trenches north of Grave Ridge and east of the Clearwater Marshes. See page 110.	
lewmao YN - 10%)	Mana Essence/ Fractal Pot	Clearwater Marshes (Rainy)	The Mewmao focuses on healing its allies. You should generally deal with these first.	THE HIS CRUX
licrochu SYN – 10%)	Potent Crystal/ Sunpetal	Clearwater Marshes (Sunny), Stonestump Wastelands trench (Rainy)	These weak opponents drop plenty of Potent Crystals and the exclusive Sunpetal rare drop. See "Points of Interest" for details.	
liniflan COM — 33%)	Potent Droplet/ Vitality Sliver	Plains of Eternity (Sunny)	No real threat. Most commonly found in the area close to the eastern Gate.	BRESHA (605 AF)
loblin COM – 10%)	Power Essence/ Power Crystal	Stonestump Wastelands (Sunny)	These can become extremely dangerous once blessed with Goblinhancement buffs by a Major Moblin. Defeat them first — and quickly.	YASCHA (010 AF)
lud Frog RAV –10%)	Potent Essence/ Power Crystal	Clearwater Marshes (Rainy)	Can call additional Hedge Frogs into the fray with its Courtship Dance ability. Target these enemies from the beginning of a battle.	
avidon EN – 10%)	Potent Essence/ Ribbon	Clearwater Marshes (Rainy)	Immune to physical damage and resistant to magic until Staggered, the Navidon is easily dismissed once its carapace has been removed; use Tri-disaster to accelerate the process.	
ulsework ladiator EEN – 10%)	Vitality Chip/ Thrust Bearing	Grave Ridge, Stonestump Wastelands (Cloudy)	The most formidable of all the Pulsework enemy varieties, largely because you must on occasion fight three at once. As with their robotic kin encountered elsewhere, they are highly resistant to damage until Staggered, at which point they are completely incapacitated (and soon defeated).	AUGUST (300 AF) SUNLETT WATERS (300 AF)
eaver COM – 10%)	Potent Sliver/ Sinister Fang	Plains of Eternity (Sunny)	These are easier to encounter with the Battlemania Fragment Skill active. Exhibits the standard Behemoth behavior: after losing just over half of its HP, it will heal, power up and stand on its hind legs. Its Fira attacks harm all party members, reducing the efficiency of a Sentinel; weaker parties may wish to avoid this opponent altogether. Stronger parties should press for a quick finish with Relentless Assault.	COUISEU (777 AF) THE ARC STEPPE SEREND
ed Chocobo COM – 15%)	Chocobo Plume/ Afro & Red Chick	Grave Ridge, Stonestump Wastelands (Sunny, Cloudy)	Though it has a less ferocious attack rate than other Chocobos, it inflicts significant Wound damage. Low-level parties will need a Sentinel to bear the brunt of these injuries.	BRESHA (300 AF)
amovira SAB – 10%)	Potent Orb/ Vitality Orb	Grave Ridge (Cloudy)	This enemy type can be found alongside Vodianoi in the south of Grave Ridge. The Samovira focuses on buffs and debuffs while its Vodianoi allies attack the party.	VASCHAI (110 AF)
cutari OM – 10%)	Power Bolt/ Power Chip	Grave Ridge, Stonestump Wastelands (Sunny)	These common-or-garden robotic grunts are plentiful, and relatively cheap to level and Infuse into superior monsters for their Lifesiphon and Ruinga abilities.	AUADEN (400 AF)
eeker ntameable)	Holy Water/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	See "Chonchon".	YASCHA 1100 AFI SUNLETI
ilver Lobo AB – 20%)	Potent Sliver/ Power Sliver	Plains of Eternity (Sunny)	Noteworthy for the Grade 2 Monster Materials that it drops. When you face groups of three, the hauls can be excellent.	SUNLETH WATERS (400 AF)
wampmonk AV – 10%)	Potent Essence/ Abyssal Scale	Clearwater Marshes (Rainy)	Uses Power Spritz to augment its abilities with a wide range of buffs (including Haste), but its relatively low HP means that it's not too difficult to defeat. Low-level parties may need to employ a Sentinel if these are encountered in a large group of enemies.	AUGUST (200 AF) ACADEN (4XX AF)
estudo YN – 10%)	Mana Chip/ Thrust Bearing	Grave Ridge, Stonestump Wastelands (Cloudy)	Always found with Scutari cohorts, the Testudo uses its Issue Orders ability to evoke buffs on its subordinates — which makes them rather dangerous for low-level parties. Target the	THE VILE (200 AF)
iffid YN – 20%)	Potent Sliver/ Molted Tail	Plains of Eternity (Sunny)	Scutari first to prevent this. This relatively uncommon enemy is one of the weakest on the Steppe. The area around the eastern Gate is the best place to hunt for them.	THE VILE (010 AF)
arcolaci ntameable)	Vitality Generator/ Healer's Emerald	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 115.	OERBA (4
ampire ntameable)	Potent Generator/ Impeder's Opal	Grave Ridge, Stonestump Wastelands, Clearwater	See page 115.	THE VOID BEYOND A DYING
odianoi OM – 10%)	Potent Orb/ Vitality Orb	Marshes (Stormy) Grave Ridge (Cloudy)	See "Samovira".	(700 AF) NEV/ 80 (700 AF)
ouivre OM – 5%)	Potent Sliver/ Molted Tail	Plains of Eternity (Sunny)	This enemy is "uncommon", not "rare" — so the Battlemania skill has no effect on its spawn rate. Low-level parties should employ a SEN to maintain a solid defense.	BRESHA (100 AF)
/ladislaus ntameable)	Mana Generator/ Supporter's Amethyst	Grave Ridge, Stonestump Wastelands,	See page 116.	ACADEM (500 AF)

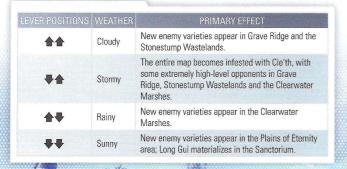
SUMMARY: STORY OBJECTIVES

- Speak with Tipur and later Myta to obtain (and then complete) the Goblin Fragment and Woolly Stone quests in turn.
- Talk with the hunter next to the Weather Control Device to learn about its use.
- Change the weather to sunny, speak to Tipur, then adjust the weather to stormy (see below). Visit the Sanctorium area to defeat Faeryl and obtain the Black Hole Gem Fragment, then exit to the Historia Crux and return to Sunleth Waterscape (300 AF).
- See page 48 for a full walkthrough.

WEATHER CONDITIONS



The Weather Control Device in the Nomad Camp enables you to adjust the conditions on the Steppe (\bigcirc 01). Introduced during the events of the main storyline, this vital piece of equipment enables you to influence which enemies appear on the map — and more besides.



CACTUAR WAYSTONES



There are five Cactuar Waystones to find on the Archylte Steppe, with two only appearing in very specific weather conditions. Interacting with a Cactuar Waystone for the first time leads to the reward of a Fragment and a small 300 CP bonus (though only 200 CP for the Plains of Eternity Waystone). After obtaining all five Fragments, speak to a Hunter outside the Chocobo pen in the Nomad Camp to unlock Chocobos on the map.

CACTUAR WAYSTONES

LOCATION	WEATHER CONDITIONS	FRAGMENT	NOTES
Plains of Eternity	All	Crimson Crystal	Teleports the party to the Nomad Camp.
Grave Ridge	All	Azure Crystal	Must be revealed with a Moogle Hunt. Teleports the party to the Nomad Camp.
Grave Ridge	Cloudy	Forest Crystal	This yellow Waystone must be revealed with the Moogle Hunt skill; its position is revealed by a distinctive localized wind effect (© 02). Teleports the party to the Clearwater Marshes region on the west side of the map. It appears in all weather conditions once you have used it once.
Clearwater Marshes	All	Amber Crystal	Must be revealed with the Moogle Hunt. Teleports the party to the Nomad Camp.
Clearwater Marshes	Stormy	Violet Crystal	Must be revealed with the Moogle Hunt; appears in all weather conditions once used. Teleports the party to the Nomad Camp.



GIGANTUAR STATUES



03

These green Cactuar effigies are very different from the Cactuar Waystones, and have a terrible surprise for inquisitive low-level parties (3). Interacting with each of the three stones immediately spawns a Gigantuar: a massive Cactuar that will almost certainly be too powerful for you to defeat on your first visit to the area. In addition to the basic battle rewards, defeating the three Gigantuars "unseals" the Gate on Grave Ridge, allowing you to visit Vile Peaks (200 AF). It also unlocks the Ochu Fragment and Fragment of Invincibility side quests, though you may need to leave the Steppe and return to begin either.

Touch the statue to make Gigantuar appear. You can start the battle with a Preemptive Strike.

GIGANTUAR

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Matador	SAB	RAV	SEN	Inflict Deprotect and Deshell on Gigantuar to increase your damage output.
Delta Attack	RAV	COM	SEN	Use the ATB Refresh technique (see page 199) to alternate
Delta Attack	RAV	COM	SEN	between these two duplicate Paradigms. Control Serah as a Ravager and manually queue Fire spells.
Combat Clinic	MED	MED	SEN	Do not allow your Sentinel's HP to fall below 2,000. Gigantuar's 1,000 Needles attack is performed with alarming frequency once the battle reaches the midway point.
Solidarity	MED	COM	SEN	This Paradigm should not be needed often. It is here just in case you need a bout of healing but are in danger of losing your Chain Bonus.

Notes:

- With a Sentinel of sufficient stature (a Level 30 Bunkerbeast should be more than adequate), you really don't need to worry about the stats of Serah and Noel here. It is simply a matter of being able to maintain your Sentinel's health while chipping away at the Gigantuar.
- Gigantuar has a 100% chance of relinquishing its Monster Crystal after a single fight; it will also surrender three Potent Crystals, 1,200 CP and 2,160 gil in each battle. However, once you defeat the third Gigantuar, you cannot face this opponent again, even if you close the local gate. This makes the Gigantuar crystal irreplaceable.



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LOCATION	WEATHER CONDITIONS	NOTES
Stonestump Wastelands	Any	Available from your first visit.
Clearwater Marshes (northeast)	Sunny	Must be revealed with the Moogle Hunt.
Clearwater Marshes (central)	Rainy	Must be revealed with the Moogle Hunt.

POINTS OF INTEREST

- The Grimoire Hat accessory found in the Nomad Camp is useful for low-level parties, as it doubles the efficacy of Potions which removes the need for a dedicated Medic in many battles. However, its most important characteristic is that it increases the rate at which you acquire monster data for the in-game Bestiary, which can slightly improve battle durations in early encounters with new enemy varieties.
- Be sure to capture a Cloudburst (which favors cloudy weather) from the trench that lies between the Plains of Eternity and the southern portion of the Stonestump Wastelands. Its Feral Link ability (Friendly Fire) applies Faith, Veil, Vigilance and Enfrost to all allies, which means that you can skip time-consuming breaks for Synergist buffing in more difficult battles. It's also one of the finest Ravagers in the game due to its excellent attack speed and high Magic once maxed out, though it really needs some astute infusions to provide it with a more complete set of combat abilities.
- The Caterchipillar, Mud Frog, Hedge Frog and Swampmonk enemy varieties encountered in the Clearwater Marshes during rainy weather (most commonly on the island in the center) all drop Potent Essences. This makes it by far the best area to farm this Grade 4 Biological Monster Material.
- Microchus are the only generic opponent to relinquish Potent Crystals, the Grade 5 Monster Material and as a common drop with a 30% base chance, too. We find that the most favorable encounter rate can be found, once again, on the small island in the center of the Clearwater Marshes during sunny weather. Microchus are also the sole source of the Sunpetal component, required to purchase the Durable Hermes Sandals and much more importantly the Durable Collector Catalog from Chocolina. You will also intermittently encounter groups of five Microchus in rainy conditions. Indeed, if you need both Grade 4 and Grade 5 materials, rainy weather is the optimal configuration.
- The Blue Chocobo found in the Clearwater Marshes is probably the best all-round Ravager in the game once you max it out see page 232 for details.

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BRESHA KUINS (005 AF)

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DERBA (200 AF)

VASCHAS MASSI

AUGUSTA TOWE (300 AF)

WATERSCAPE (300 AF)

THE ARCHYLTE

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THE VILE PEAKS

THE VILE PEAKS

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WILD ARTEFACT



Once you gain access to the Clearwater Marshes, a Wild Artefact can be found on a ledge below the cliff on the northwest side. Use a Moogle Throw to collect it (1 04).

METAL GIGANTUAR

This rare monster can appear in a Distortion in the trench that divides the Clearwater Marshes from the east side of the Steppe. It favors sunny, cloudy and rainy weather.

		DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES	
Tri-disaster	RAV	RAV	RAV	Start with a Preemptive Strike, then spend two rounds of building the Chain Bonus while Haste is active.	
Malevolence-W	RAV	RAV	SYN	Optimally, you should use a Synergist to cast Bravega on the whole party.	
Cerberus	сом	COM	COM	Use the ATB Refresh technique (see page 199) as necessary to complete this fight quickly.	
Cerberus	COM	COM	COM		

- Speed is of the essence in every encounter with the Metal Gigantuar. Whatever you do, don't let this opponent finish its countdown. If you do, you will suffer the wrath of 10,000 Needles, which will inevitably wipe out your party.
- This is a much easier fight once you have a Commando with the Armor Breaker ability, such as the Dragoon.
- With the Battlemania, Encounter Master and Rolling in CP Fragment Skills active, you can farm this opponent to obtain 4,000 CP per fight and a steady stream of Potent Boosters.

OCHU FRAGMENT

Requirements: Defeat all three Gigantuars and speak to the Hunter outside the Chocobo pen in the Nomad Camp. If you decide to begin this side quest straightaway, you may need to exit to the Historia Crux and return to trigger Tipur's commission.

Speak to Tipur in the Nomad Camp, then accept his challenge. Change the weather to rainy, then head for the waypoint in the Clearwater Marshes to encounter Ochu.

Defeating this beast for the first time leads to the reward of the Ochu Fragment and 30,000 CP. However, Ochu also has the noteworthy Grasitha and Gandiva weapons (see page 256) as its common drop (10%) and rare drop (5%) respectively. These are required components to purchase the Arcus Chronica and In Paradisum weapons after the completion of the main storyline, and sell for 27,500 gil each with the Haggler skill active if you are inclined to farm

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL (LEADER)		
НР	2,250	2,500		
Strength	225	275		
Magic	9	=		
сом	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II		
RAV	Lv. 6	Lv. 40		
SEN				
SAB	Bonus Boost II	-		
SYN		Lv. 28		
MED	Lv. 20; Bonus Boost II	-		
ATB Level	4	4		
Accessory Capacity	70	70		
Special Required	No	No		
Weapon	~	=		
Accessories	Physical r	esistance		



MONSTER	ROLE	LV.	NOTES
Apotamkin	RAV	20	Used primarily to accumulate the Chain Bonus against Ochu, this monster is easy to max out, has good stats, and comes equipped with Fire-element skills (a weakness for both Ochu and Microchu).
Thexteron	SYN	20	Bravery and Enfire will greatly increase your damage output. At the Crystarium expansion, choose an extra ATB segment.
Flanitor	MED	23	Take the three extra levels past the first Crystarium expansion for the HP boosts and Cura. Choose an extra ATB segmen as your bonus.

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PARADIGM	SERAH	NOEL	MONSTER
Superiority	SAB	SYN	Thexteron
Hero's Charge-X	MED	COM	Thexteron
Strike Team-W	COM	сом	Thexteron
Smart Bomb	SAB	RAV	Apotamkin
Relentless Assault	RAV	сом	Apotamkin
Discretion-W	MED	COM	Flanitor



Strategy Overview:

- This strategy (much like those that follow for Immortal, Long Gui and Yomi) is designed to enable parties to five-star this battle at a relatively early point in their development. If you far exceed the recommended stats, you can instead opt for a little more brute force. Close to the level cap, Serah and Noel can cruise through this confrontation in Relentless Assault.
- It is important to understand Ochu's patterns before undertaking this fight. He will open by summoning four Microchus. As soon as you begin to attack these minions, they will employ their Plead ability, which causes Ochu to cast Pollen when successful; it can be averted by killing the Microchu before the attack takes place. Pollen will restore the HP of any Microchu and has a chance to inflict Debrave and Defaith on your party. That aside, Ochu will use physical attacks. After a series of normal attacks, he will use Screech, which does heavy physical damage and removes up to three buffs on each character. Then the cycle begins anew, with Ochu summoning more Microchus. Our strategy here requires that you eliminate the first wave of Microchus without allowing a successful Plead, set Ochu up for heavy damage after its first Screech, then ignore the second wave of minions to defeat the main boss quickly.
- · Begin in Superiority by casting Protectga, Vigilaga and Veilga. By the time you are done, Thexteron should be ready to cast Enfire immediately before any of them can perform a successful Plead.
- With the Microchus gone, alternate between Smart Bomb and Relentless Assault to build the Chain Bonus. At this point, it is recommended to switch to Serah and control her until Deprotect is inflicted. Once this happens, switch quickly back to Hero's Charge-X to allow Thexteron to refresh Bravery on Noel, then return to Relentless Assault to deal damage. Switch control back to Noel.
- Before long, Ochu will use Screech. Use Discretion-W to make sure everyone is in decent shape, then switch back to Superiority. Repeat the casting of defensive buffs, then switch to Hero's Charge-X and begin attacking Ochu as Thexteron finishes casting Bravery and
- ignoring all else until it falls. Mop up the Microchus to end the fight.

- on Noel. After this happens, shift to Hero's Charge-X to hasten the bestowment of Enfire on Serah. With Bravery and Enfire on both main characters, switch to Strike Team-W and queue two Blitzes, targeting the Microchus. If this is not enough to take them out, finish the job

Switch to Relentless Assault and focus all your attention on Ochu,

RESPAWNING THE STEPPE BOSSES

Ochu, Immortal, Long Gui and Yomi have some incredibly valuable common and rare drops, but you are unlikely to obtain them all (or, if preternaturally unlucky, at all) during your each boss in their original position. After the fight ends, return to the Nomad Camp and change the weather once, then exit to the Historia Crux. Journey straight back to the Steppe, and adjust the conditions to suit the defeated boss you wish to face (rainy for Ochu, sunny for Long Gui, cloudy for Immortal and stormy for Yomi). They will then materialize immediately.

FRAGMENT OF INVINCIBILITY

Requirements: Defeat all three Gigantuars and speak to the Hunter outside the Chocobo pen in the Nomad Camp. If you decide to begin this side quest directly afterwards, you may need to exit to the Historia Crux and return to trigger Myta's request.

Speak to Myta in the Nomad Camp (she's at the bottom of the steps leading to the Weather Control Device) and accept the Fragment of Invincibility side quest. Change the weather to cloudy, then travel to the waypoint in the Stonestump Wastelands to face Immortal.

Immortal surrenders the Fragment of Invincibility and 30,000 CP in defeat, and may also relinquish the Indrajit (common drop; 10%) and Romulus & Remus (rare drop; 5%) weapons. These are defined by their excellent ATB Rate: +50% passive ability and, as with the weapons obtained from Ochu, are vital components if you wish to obtain Arcus Chronica and In Paradisum at a later date.

PARTY BUILD	SERAH (LEADER)	NOEL	
НР	2,500	3,000	
Strength	225	300	
Magic	-	-	
COM	Lv. 20; Bonus Boost II	Lv. 18; Bonus Boost II	
RAV	Lv. 6; Bonus Boost II	Lv. 40; Bonus Boost I	
SEN	Lv. 50	Lv. 40	
SAB	Bonus Boost II	-	
SYN		Lv. 11	
MED	Lv. 30	Lv. 35; Bonus Boost I	
ATB Level	4	4	
Accessory Capacity	70	70	
Special Required	Yes	No	
Weapon	¥	2	
Accessories	Lightning	resistance	

PARADIGN	1 PACK	San particular	
MONSTER	ROLE	LV.	NOTES
Orion	COM	20	Its main asset in this fight is its Lightning resistance. This allows you to forego the need for a monster Sentinel.
Apotamkin	RAV	20	Used primarily to increase the Chain Bonus against Immortal, this monster is easy to max out, has good stats, and comes equipped with Fire-element skills.
Thexteron	SYN	20	Bravery and Enfire will greatly increase your damage output. At the Crystarium Expansion, choose an extra ATB segment.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Superiority-X	SAB	SYN	Thexteron
Smart Bomb	SAB	RAV	Apotamkin
Guarded Assault	SEN	SEN	Orion
Discretion-W	MED	MED	Orion
Decimation-X	RAV	COM	Thexteron
Cerberus-X	COM	COM	Orion

Strategy Overview:

- Like Ochu, Immortal is weak against Fire, and so too is the Centaurion Blade it forges from thin air. However, this confrontation demands a rather more cautious approach than your fight in the Clearwater Marshes. The Electrocute skill, which inflicts extremely heavy Lightning damage, is capable of knocking out one of your main characters, even as a Sentinel, if Shell is not active. When the Centaurion Blade is out, it is important to keep your HP fairly high at all times.
- There is nothing you can do to prevent the first Centaurion Blade, but you need
 to lay the groundwork for destroying it later in the fight. Wait in Superiority-X
 until the Centaurion Blade appears, then inflict Deprotect. It should only take
 one turn to stick on the blade.
- Begin building Immortal's Chain Bonus in Smart Bomb and continue to cast
 Deprotect. It will take a while to stick, so do not worry if your initial attempts
 are fruitless. Meanwhile, the first Electrocute is imminent; switch to Guarded
 Assault once you see the notification, then heal quickly in Discretion-W
 while Orion maintains Immortal's Chain Gauge. Do this for every Electrocute
 without fail.
- Upon switching back to Superiority-X or Smart Bomb, use Auto-hinder on the Centaurion Blade, which gains Bravery and Enthunder after every Electrocute, to Dispel its buffs. Remember to do this each time to decrease the amount of damage your party will sustain. If you use Smart Bomb to do this, your Al Ravagers will also do appreciable damage to the Centaurion Blade, making your job easier later.
- Deprotect should stick one or two turns before Staggering. At this point, spend some time in Discretion-W to make sure that you are fully healed, then switch to Decimation-X and idle as Thexteron buffs your party fully and Noel maintains Immortal's Chain Gauge.
- When you feel ready, shift to Cerberus-X and destroy the Centaurion Blade. Then, Stagger Immortal in Decimation-X. While Thexteron applies or refreshes any necessary buffs, Noel will Launch the Immortal, incapacitating it while it remains airborne. Use Ultima Arrow, then switch to Cerberus-X and throw everything at it. If your buffs run out for whatever reason, return to Decimation-X briefly. If your timing is good, you'll be able to defeat it just as the Stagger period is coming to a close.

LONG GUI FRAGMENT

Requirements: Confront the giant beast in the Sanctorium in sunny weather.

Though you can fight the Long Gui at any point after you complete the main storyline objectives for the Archylte Steppe, this opponent will be far too powerful until your party reaches the stage we recommend in the accompanying table. Defeating this colossus leads to the reward of the Long Gui Fragment and 30,000 CP. It also has a 10% base chance to drop the rare and valuable Ribbon accessory, and a 5% chance of dropping a single unit of the rare Adamantite component. This is the final ingredient for the Arcus Chronica and In Paradisum "ultimate" weapons. Before you embark on a lengthy farming mission, however, you should note that it's actually much easier to obtain this material from the Chocobo Races in Serendipity: see page 119.

RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL		
НР	5,000	5,500		
Strength		600		
Magic	600	÷		
сом	Bonus Boost II	Bonus Boost II		
RAV	Bonus Boost II	Bonus Boost II		
SEN	Lv. 50; Bonus Boost II	Lv. 40; Bonus Boost II		
SAB	Lv. 18; Bonus Boost II	-		
SYN				
MED	-	Lv. 35; Bonus Boost II		
ATB Level	5	5		
Accessory Capacity	50	50		
Special Required	No	No		
Weapon	-	-		
Accessories	Any of: HP-boosting, Magic-boosting, physical resistance	Any of: HP-boosting, Strength-boosting, physica resistance		

PARADIGM PACK

MONSTER		LV.	NOTES
Dragoon	COM	20	The choice of a Commando does not really matter as long as you have a monster with at least 600 Strength.
Bunkerbeast	SEN	30	This Sentinel is used purely to tank the Long Gui's attacks – particularly the devastating Ultima.
Purple Chocobo	SYN	45	While developing the Purple Chocobo, choose one additional ATB segment, and both his role Bonus Boosts. Have him inherit Enthunder, Protect and Shell – see page 226 to find optimal infusion subjects.



SUGGESTED PARADIGM DECK

NO.	PARADIGM	SERAH	NOEL	MONSTER
1	Guerilla-X	SAB	RAV	Purple Chocobo
2	Tortoise	SEN	SEN	Bunkerbeast
3	Hero's Charge-X	сом	MED	Purple Chocobo
4	Relentless Assault	RAV	RAV	Dragoon
5	Cerberus	сом	сом	Dragoon
6	Cerberus	COM	сом	Dragoon

Strategy Overview:

- In the first stage of the fight, you must disable both forelegs while protecting yourself from damage. Start in Guerilla-X and apply debuffs to the Left Foreleg in this order: Imperil, Deshell, and Poison. Switch to Tortoise when you see the notification for its Ultima attack. Sentinels are absolutely essential to tank this massive hit.
- If Ultima is especially damaging, switch to Hero's Charge-X and heal.
 Once you are in decent shape, switch back to Guerilla-X and stay there until the Left Foreleg is Staggered, then switch to Cerberus to take it out. During this time, you can switch to Tortoise to absorb any Stomp attacks
- Repeat this process on the Right Foreleg. If you take too long, Long Gui will cast Quake, which can be disruptive.
- Once both forelegs have been disabled, Long Gui will collapse. Switch back to Guerilla-X and inflict Deprotect, Deshell, Imperil and Poison.
 Poison may take up to three full turns to stick; the other three should become effective before the end of a single attack queue, so be ready to cancel unnecessary repetitions once the icon appears.
- Switch to Relentless Assault and Stagger it. Once the Chain Bonus reaches 950% or so, switch to Cerberus and hack away. With the recommended stats and necessary buffs in place, you should be able to completely drain the Long Gui's HP gauge before it recovers. Use the ATB Refresh trick (see page 199) to switch between the two Cerberus Paradigms for best results.

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shesha kum (100 AF)

ACADEMIA ISBI AFI

VALHALI (727 AF) **Requirements:** Obtain the Ochu Fragment, depart for the Historia Crux at least once, then return to speak with Tipur.

Once you accept the side quest from Tipur, change the weather to stormy, then hire a Chocobo and head to Grave Ridge. From the cliff to the south, leap and hold \bigcirc/\bigcirc to fly across to the waypoint; as you land, Serah and Noel will automatically dismount as Yomi attacks. Defeating Yomi leads to a reward of 20,000 CP and 48,000 gil as a basic battle reward *every* time you fight him; after your first victory, you will receive an additional 30,000 CP and the Yomi Fragment.

Yomi is also the exclusive source of the Trapezohedron component required to purchase the two ATB Gauge +1 weapons (Sagittarius and Mac an Luin) from Chocolina on completion of the main storyline. The miserable 5% base chance of obtaining a single unit per battle means that dedicated farming is required to obtain the necessary four pieces. To increase your chances, either equip Noel with the Durable Collector Catalog (with obvious tactical repercussions), or infuse a member of your Paradigm Pack with the Item Collector passive ability — see page 226.

RECOMMENDED PARTY HP 4,500 5.000 Strength Magic 450 350 COM RAV Lv. 50; Bonus Boost I SEN Lv. 40; Bonus Boost II SAB Lv. 9; Bonus Boost II Lv. 28; Bonus Boost II SYN Lv. 50; Bonus Boost II MED Lv. 30; Bonus Boost II Lv. 35; Bonus Boost II **ATB Level** 5 4 Accessory 70 70 Capacity **Special Required** Mo Nn Romulus & Remus Weapon Indrajit Any of: Impeder's Opal, Accessories physical resistance, magic Magic resistance resistance

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MONSTER	ROLE	LV.	NOTES
Bunkerbeast	SEN	30	Any Sentinel with at least 5,000 HP can satisfy the task of tanking Yomi's most damaging hits.
Dendrobium	SAB	90	A high-level Saboteur, with extra ATB segments, one or both Bonus Boosts, and access to Wound and Poison, is a must. In this case, it can also help to inherit Curse from Ahriman (Lv. 4).
Yakshini	SYN	45	After learning Bravega and Faithga, this Synergist can help out your offense and, more importantly, indirectly maintain your defensive buffs.

PARADIGM	SERAH	NOEL	MONSTER
Espionage	SAB	SYN	Dendrobium
Evened Odds	MED	SYN	Dendrobium
Infiltration	SAB	SAB	Dendrobium
Convalescence-W	MED	MED	Yakshini
Devastation	COM	COM	Dendrobium
Tortoise	SEN	SEN	Bunkerbeast

Strategy Overview:

- Though the approach we outline here appears relatively simple, the actual
 fight will be a frantic war of attrition. Because Yomi's behavior can vary
 significantly after each break for its Impenetrable Aura period of invincibility
 and restoration (which also resets the Chain Bonus and removes debuffs),
 it will be important to think on your feet and shift between Paradigms
 efficiently.
- Speed is crucial in this battle. Yomi attacks relentlessly, and so should you.
 The weapons dropped by the Immortal, granting +50% ATB recharge speed,
 are highly recommended. Romulus & Remus also grants a buff duration
 bonus when used in conjunction with magic resistance accessories, which
 makes it ideal for this fight.
- At first, this battle is fairly straightforward, despite your opponent's frenetic movement. Cast Vigilance, Protect, Shell, and Veil, in that order, on the whole party, one member at a time. You need these buffs to last as long as possible. Alternate between Espionage and Evened Odds to speed the process up. You should finish midway through the first Impenetrable Aura. After every Impenetrable Aura, shift to Infiltration and repeatedly cast Poison. This is what will do most of the damage in this fight.
- Once Poison is active (usually after Deshell and Curse), shift to Convalescence-W. Yakshini will cast Bravega and Faithga. If you are lucky and Yomi has not put up another Impenetrable Aura, shift to Devastation and try to do as much damage as you can. Return to Convalescence-W during Impenetrable Aura to heal. This should be your basic strategy to whittle away at his health for the rest of the fight.
- While initially bestowed with only Bravery after the first Impenetrable Aura, Yomi will eventually add Faith and Protect to its stack of buffs as the fight progresses. After it activates Faith, we recommend that you shift to Tortoise during each Wind Shear attack to reduce the amount of healing needed while you are trying to stick Poison.
- During the latter half of the fight, Yomi will begin to use Wicked Whirl.
 Immediately shift to Tortoise when the notification appears. This is absolutely mandatory; you will likely not survive without it.
- One skill that Yomi uses with potentially frustrating regularity is Putrescence, which removes the last two buffs bestowed on the target. For this reason, Bravery and Faith do not act primarily as damage enhancers, but rather as buffers to ensure that Yomi does not dispel your all-important defensive enhancements (Vigilance, Protect and Shell), which you may need to refresh before the fight is over regardless. Note that Dendrobium and Yakshini both have Feral Links that can be put to good use here.



ARCHYLTE STEPPE CIE'TH

In stormy conditions, six unique and dangerous types of Cie'th can be found in the Stonestump Wastelands, Grave Ridge and Clearwater Marshes. Defeating each of these opponents can lead to the reward of special "role enhancement" accessories (with a 2% base probability), which are exclusive to each opponent. You can learn more about these on page 261.

VAMPIRE

SUG	GESI	ED	PARAD	IGIVI	DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Guerilla-X	SAB	RAV	SYN	Spend one turn inflicting Deshell on your first target.
Strike Team-X	COM	сом	SYN	Stay in this Paradigm for just as long as it takes for your Synergist to bestow Faith on the entire party.
Cerberus-X	COM	сом	сом	Even with low overall party stats, a Vampire should go down in no more than two turns after the proper setup.
Ruthless-X	SAB	RAV	COM	Use this Paradigm to inflict Deshell on new targets while Faith is still active.
Combat Clinic	MED	MED	SEN	This is used only for emergency healing.

Notes:

- Vampires, encountered on Grave Ridge, Stonestump Wastelands and the Clearwater Marshes, are the only monster type that you can realistically farm to acquire Potent Generators — the Grade 5 Mechanical Monster Material. They have a 20% base chance of surrendering one per kill.
- Vampires attack in twos or threes. They favor Curse and Woundga, and will otherwise use physical attacks.
- Vampires drop the Impeder's Opal, which enhances the Saboteur role and is arguably the best of all the role-enhancing accessories.

VARCOLACI

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Bully-X	SAB	сом	SYN	Your Synergist should cast Faith on all party members while Serah inflicts Deshell on the first enemy.
Cerberus-X	COM	COM	COM	There is no need to waste time building Chain Bonus. After Deshell and Faith are in place, you can take out an enemy in one turn.
Devastation-X	SAB	сом	COM	Against subsequent foes, use this to inflict Deshell before switching back to Cerberus.
Combat Clinic	MED	MED	SEN	This is your emergency Paradigm with a relatively weak party.

Notes:

- Varcolaci roam in packs of three or four. They will inflict Poison with their Miasma attack and are immune to Deprotect. Star Pendants can help if your HP stat is low.
- Varcolaci drops the Healer's Emerald, which enhances the Medic role.



MALEBRANCHE

SUGGESTED PARADIGM DECK

		NOEL	MONSTER	STRATEGY NOTES
Smart Bomb	SAB	RAV	RAV	Start with one turn in this Paradigm to stabilize the Chain Gauge. Later, after Unrelenting Blade has been deployed you will need to stick Deprotect.
Tri-disaster	RAV	RAV	RAV	Don't hesitate to use this Paradigm liberally. You need to build the Chain Bonus to at least 300%.
Mystic Tower	RAV	RAV	SEN	The Sentinel will provide any necessary cover as you continue to increase the Chain Bonus.
Offensive Screen	сом	сом	SEN	After being buffed, Serah and Noel team up to rapidly deplete Malebranche's HP.
Protection-X	MED	SEN	SYN	An offensive Synergist can increase your damage output enormously with Bravery.
Protection	SYN	MED	SEN	Use this Paradigm to heal and cast Protect and Vigilance on the party.

Notes:

- Indrajit and Romulus & Remus (the Immortal's rare drops see page 112) can be a big help in this fight, so you may want to consider acquiring those weapons before you take on this foe.
- Try not to inflict Deprotect too soon; at first, you need to focus on Chain Bonus growth over damage. Inflicting major HP injuries will hasten the appearance of Unrelenting Blade, which is when you will need to have a Sentinel ready.
- Use Protection-X when Malebranche has slightly over half HP remaining. Once Bravery is active on both Serah and Noel, switch to Offensive Screen and go on the attack while your Sentinel draws fire during the third and most dangerous phase of this fight, Peerless Blade. The enemy should fall before long.
- Malebranche's rare drop is the Berserker's Ruby, which enhances the Commando role.

PRIMER

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COMPLETION

TOUR GUII

STRATEGY

INVENTORY

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INTERNA

THE HISTORIA DRUX

USAGE NOTES & MAP LEGEND

EW BOBHUM 103 AF)

BRESHA RUINS 005 AF)

YASCHAS MASSIF (010 AF)

OERBA (200 AF)

YASCHAS MASSIF (01X AF)

AUGUSTA TOWER (300 AF) SUNLETH WATERSCAPE

(300 AF) COLISEUM (777 AF)

STEPPE (??? AF

BRESHA RUINS

YASCHAS MASSIF (110 AF)

ACADEMIA (400 AF)

SUNLETH WATERSCAPE

WATERSCAPE (480 AF) AUGUSTA TOVVER (200 AF)

ACADEMIA (4XX AF)

> THE VILE PEAKS (010 AF)

UERBA (308 AF)

THE VOID

THE VOID
BEYOND (??? AF)

(700 AF)

BRESHA RUINS (100 AF)

ACADEMIA 500 AF)

ALHALLA ?? AF)

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Premeditation-X	SAB	SYN	SEN	With a Preemptive Strike, you can cast Deprotect while Noel applies Protect to your Sentinel.
Matador-X	SAB	BAV	SEN	Use this to stick Deprotect on each enemy before going on the offensive.
Hero's Charge-W	MED	COM	SYN	Heal your Synergist, who will cast Bravega on the party.
Cerberus-X	COM	COM	COM	With Deprotect and Bravega in effect, you can team up to take out an enemy very quickly.
Combat Clinic	MED	MED	SEN	Shift to this Paradigm if any heavy-duty healing is required.

Notes:

- An individual Wladislaus is of little danger to your party. Unfortunately, you will encounter groups of two or three at a time; the damage can pile up alarmingly quickly if you are not careful. Employing a Sentinel will not detract from your efficiency.
- After the initial turn of Premeditation, follow the same pattern of going from Matador to Hero's Charge to Cerberus to Combat Clinic to take out each Wladislaus while keeping your party in good shape.
- Wladislaus drops the Supporter's Amethyst, which enhances the Synergist role.

FOMOIRE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Bully-X	SAB	SYN	Shaguma	Inflict Deshell on the Giant Fist that materializes at the beginning of the fight while Noel bestows the party with Protect.
Guerilla-X	SAB	RAV	Gancanagh Ace	A mid-battle Paradigm used to build Fomoire's Chain Bonus while Serah attempts to stick Poison.
Malevolence-X	RAV	RAV	Gancanagh Ace	Gancanagh Ace casts offensive buffs on Serah and Noel as they increase the Chain Bonus.
Tortoise	SEN	SEN	Bunkerbeast	Your opponent will telegraph all of its moves. Tank every single enemy attack to minimize the amount of healing required.
Cerberus	сом	сом	Shaguma	Use Normal formation, not Cross; even when the Giant Fist is out, you will need one Commando to attack Fomoire to maintain the Chain Gauge.
Discretion	MED	MÉD	Shaguma	Heal your party if necessary while Shaguma maintains the Chain Gauge.

Notes:

- Fomoire might just be the toughest of all six special Cie'th enemies if you
 don't know how to handle it properly. We recommend that you acquire
 Indrajit and Romulus & Remus before taking on this foe and using a specific
 team of monsters (Shaguma is used here for its Mind Piercer ability).
- After inflicting Deshell on the Giant Fist, Stagger it in Malevolence. Shift
 to Cerberus to take it out within approximately three turns. You now have
 a little time before Fomoire will summon another Giant Fist.
- Shift to Guerilla and inflict Deshell and Poison. Use the ATB Refresh technique between this Paradigm and Malevolence, working your way towards a Stagger. You should achieve this around the time when Gancanagh Ace puts up Faith on both Serah and Noel. Use Ultima Arrow, then shift to Cerberus. At this point, the next Giant Fist will probably appear. This should not be a problem, as Noel will be able to Launch Fomoire before the next attack. Keep it airborne with manual queues of Ruins. This strategy, combined with Poison, will deplete its massive pool of HP remarkably quickly.
- Fomoire drops the Defender's Topaz, which enhances the Sentinel role.

ISPUSTEKE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
All for One-X	сом	SYN	SYN	Start off by stabilizing the Chain Gauge while your Synergists work to buff the party. Your Synergist monster should have Bravery in its arsenal.
Bully-X	SAB	COM	SYN	This Paradigm allows you to Stagger and inflict Deprotect, while your offensive Synergist finishes casting Bravery.
Cerberus-X	сом	COM	сом	Be sure to use the Cross formation in order to take out one enemy at a time.
Ruthless	SAB	RAV	COM	Save this Paradigm for the second enemy, when you will likely need to build the Chain Bonus from scratch.
Combat Clinic	MED	MED	SEN	If you are quick, you should not need to heal until after the first enemy has been defeated.
Tortoise	SEN	SEN	SEN	Tank every Multicast without fail to ensure your party's survival.

Notes:

- The Ispusteke can be encountered individually, or in pairs; these guidelines focus on the latter configuration. Only high-level parties should consider taking on two at once, and must be prepared to weather storms of the powerful Multicast attack. Tortoise is essential to maintain the momentum of your offensive, and you should switch to it immediately for every Multicast.
- Because Ispusteke has a huge Chain Resistance before it is Staggered, you should use the Gandiva and Grasitha weapons dropped by Ochu to make this battle much less stressful. You should also equip accessories that boost magic resistance.
- Control Serah and stay in All for One-X for as long as it takes for Noel to cast Shell on the party. In Bully-X, manually queue Deprotect; time your actions to begin casting just before Staggering your target. Once at least two allies have been bestowed with Bravery, switch to Cerberus-X and go for broke in taking out the first enemy. Afterwards, you can take a breather to heal. The remaining opponent is much less of a threat on its own. Simply repeat the process and victory will be yours.
- Ispusteke drops the Blaster's Sapphire, which enhances the Ravager role.

SERENDIPITY (??? AF)

Existing outside the traditional boundaries of time and space, this casino resort will voraciously consume any minutes or hours you are prepared to spend in it - and, with a little planning, fill your party's inventory with more loot than they have a right to carry. Serendipity also plays host to the Mystic, who will bestow Serah and Noel with miraculous Fragment Skills at set progression milestones.



CASINO VENDORS

While gil is the sole currency elsewhere in the Historia Crux, Serendipity has its own monetary system: Casino Coins. You can engage the services of a Casino Vendor by approaching their desks in the Racing Reception and Hall of Gaming. Select the Purchase Coins option to acquire the local currency at a (frankly outrageous) exchange rate of ten gil per Casino Coin, Exchange Tickets to redeem Casino Tickets, Gold Casino Tickets and Platinum Casino Tickets for 50, 100 and 500 Casino Coins respectively, or pick Purchase Prizes to buy items with your Casino Coins (see page 273).

FRAGMENT OVERVIEW

OBJECTS OF INTEREST

Map of

Serendipity

Chocochick

Down

Wild Artefact

Casino Ticket

'The Fall' Gate Seal

Chocochick Down Chaos Crystal

Priceless Gift

Setzer's Dice

Lucky Coin

2

3

TREASURE

0

2

Found as a collectible in the Racing Reception Hall.

Purchase from a Casino Vendor for 10,000 coins. Purchase the "Just 1 gil!" item from a Casino Vendor

Purchase from a Casino Vendor for 10,000 Casino

Win a total of 7,777 Casino Coins from the Hall of

Obtained automatically when you speak to Catlin

Purchase from a Casino Vendor for 10,000 Casino

Interact with the Baby Chocobo in the Racing

for 9.800 Casino Coins.

Gaming slot machine.

on first arrival

Reception Hall

Coins.

The Casino Vendor's inventory includes three Fragments and a Wild Artefact essential to 100% game completion with a cumulative cost of almost 40,000 Casino Coins (400,000 gil!), though the cost is reduced when you obtain the Bargain Hunter Fragment Skill (see page 125). Once you can collect

a Silver Chocobo in Academia (4XX AF) and nurture it to full race fitness, however, this sum can be acquired in relatively little time in the Chocobo Races. Indeed, mastering the Chocobo Races is one of the best ways (if not the best way) to generate currency in the entire Historia Crux.

As the Casino Vendors offer no facility to covert Casino Coins into gil, the only way to exchange one currency for another is to buy items in Serendipity, then sell them to Chocolina (ideally with Haggler and Bargain Hunter active). Tufts of Phoenix Down present the best way to monetize the casino's regional scrip with both Fragment Skills enabled. You can buy 99 for 29,700 Casino Coins, then sell them to Chocolina for 54,450 gil - substantially less than their "technical" worth, granted, but still a better exchange rate than any other item.

THE VOID BEYOND (??? AF)

A DYING WORLD

BRESHA RUINS (100 AF)

SLOT MACHINES

The slot machine in the Hall of Gaming area (based on the Japanese pachislo found in pachinko parlors and amusement arcades) challenges you to align identical symbols in horizontal or diagonal lines. Press RI/ RI to insert Casino Coins into a machine, then press down or to pull the lever. Press the upper face buttons on your controller (D, A, O, or A, B) to stop the reels. Alternatively, you can simply press and hold LI/ RI to activate the Autoplay feature — but at a cost that we'll explain shortly.

The machine has three different modes:

 Normal Mode: You play with five coins, so the payouts are very limited.

You can reach Victory Mode by aligning three nines, and the Super Victory Mode by aligning three Ochus.

- Victory Mode: You play with ten coins. You can reach the Super Victory Mode by aligning three Ochus or three nines. However, this mode will end if you obtain a Bomb in the left-hand column or three Cactuars.
- Super Victory Mode: You play with 100 coins, so your expenditure will skyrocket, but the possible payouts are also far greater. This mode has a 50% chance of ending if you obtain three Moogles in a row.

Before you begin, speak to the Casino Staff representative in front of the single free machine to gain a sense of its "Mood". This has a fairly significant effect on the potential payouts — as the following table reveals. The machine's Mood is randomized on each visit to Serendipity, so you may need to make several fruitless visits before you can count on the best set of probabilities.

SLOT MACHINE PAYOUTS

SYMBOLS ALIGNED	NAME	PAYOUT
9	9	x50
(B)	Ochu	x500
*	Bomb	x2
3	Chocobo	х3
્રે	Cactuar	x4
	Moogle	x1

* You only need one of these to get the payout.

The better a machine's Mood is, and the higher the Mode you can attain, the better your chances of winning a meaningful jackpot. Once you reach Victory Mode and Super Victory Mode, it's just about possible to reduce incidences of aligned Bombs, Cactuars and Moogles if you have eagle eyes and hair-trigger reactions — but it's mostly about luck (or a distinct lack thereof).

There is one additional factor to bear in mind. Though you may be tempted to multitask by holding (1)/(1) while doing something else, the Auto-play option actually leads you to play at a loss, with reduced chances, even when the machine is in its best possible Mood. The maximum 130% rate offered by manual play with optimal conditions means that, over a long enough timeline—think mornings, afternoons and evenings rather than minutes or hours—you might conceivably secure a 30% profit.

Fragment: Lucky Coin

To obtain this Fragment, you must win over 7,777 Casino Coins in total on the Hall of Gaming slot machine in any number of sessions — a feat that can potentially take many hours. For those who lack the time or inclination to play properly, the best way to pick up the Lucky Coin is to follow these steps:

- Obtain at least 16,000 Casino Coins. The Chocobo Races (see the page to your right) offer the most time-efficient method to achieve this.
- Ensure that the slot machine is set to offer its best possible odds. Interact with it to start a session, then wedge the controller against something solid to engage Auto-play. Either keep a peripheral track of your progress while engaged with something else (which will also enable you to actively participate in Victory Mode and Super Victory Mode to improve your odds), or simply return later much later to claim your reward. In the event that luck fixes you with a frown, you may need to invest additional Casino Coins.

If you missed the brief cutscene and are curious to know its content, Serah will remark to Noel (over a temporarily blank screen) that a coin fell out of the machine; when the picture is restored, you receive the Fragment notification as play resumes.

MACHINE MOODS & PROBABILITIES

	M00D							
			"It's not doing well, but it's not doing poorly either."	"It's not bad. Nothing special."	"That machine's on fire!"	"It's like a hot summer's day!"		
(Victory & Super Victory Modes)	1/418	1/403	1/394	1/372	1/347	1/320		
(Normal Mode)	1/198,303	1/10,628	1/14,004	1/22,273	1/5,321	1/3,632		
(Victory & Super Victory Modes)	1/56,700	1/56,700	1/28,800	1/28,800	1/28,800	1/28,800		
(Normal Mode)	1/1,710,775	1/1,710,775	1/58,468	1/63,124	1/64,600	1/69,601		
2	1/50	1/50	1/50	1/45	1/50	1/45		
3	1/16	1/15	1/16	1/15	1/16	1/15		
8	1/105	1/105	1/100	1/95	1/88	1/85		
3	1/10	1/10	1/10	1/9	1/9	1/9		

MACHINE PROFITABILITY

	MOOD							
		"The poor thing's a little down in the dumps."	"It's not doing well, but it's not doing poorly either."	"It's not bad. Nothing special."	"That machine's on fire!"	"It's like a hot summer's day!		
MANUAL PLAY	95%	98%	104%	113%	119%	130%		
	71%	76%	80%	86%	91%	99%		

FRAGMENT: CHOCOCHICK DOWN

Interact with the Baby Chocobo on the west side of the Racing Reception area to collect the Chocochick Down Fragment and 500 CP.

CHOCOBO RACES

With a little prior knowledge and a fairly nominal investment of time and resources, Serendipity's Chocobo Races offer the most effortlessly lucrative opportunity to generate gil in the entire Historia Crux. What's more, this is something that you can exploit at a fairly early stage in the main storyline. To enter the Chocobo Races, you must first register a Chocobo. The Chocobo will be unavailable for battle duties while stabled in Serendipity, though you can unregister them at any time to restore them to your roster of monsters.

Racing Attributes

Speed: A Chocobo with a high Speed value will perform well in short 600m races. The Speed rating (expressed as a grade from "E" (slowest) to "A" (fastest) is determined by the Chocobo's Strength stat. Though you can achieve an "A" rating with anything above 640 Strength, you can actually further improve a Chocobo's pace by increasing this attribute to the maximum transferrable Speed cap of 800 Strength. Anything above that value will have no effect.

STRENGTH	SPEED RATING
001-160	Е
161-320	D
321-480	C
481-640	В
641-800	Α

Stamina: This is the most important variable for the 1,200m and 1,800m races: if your Chocobo lacks Stamina, its performance will suffer tremendously towards the end of these meetings. A Chocobo's Stamina is determined by its Magic stat. As with Strength, the maximum possible Stamina attribute is achieved at a cap of 800 Magic.

MAGIC	STAMINA RATING
001-160	E E
161-320	D
321-480	С
481-640	В
641-800	Α

RP (Race Points): Your Chocobo's Race Points total is governed by its HP stat; at 5,000 HP, you will achieve the maximum RP of 600. Race Points determine the maximum potential length of a Chocobo's career, and are consumed every time you enter a race. The sum of RP required is dictated by the competition class: 10 RP for the entry-level Cocoon Class, then additional increments of 5 RP per class, up to 30 RP for the top-tier Fal'Cie Class.

Abilities: Though high Speed and Stamina are pivotal, Abilities are special traits that can make a significant contribution to a Chocobo's overall racing prowess. They can be conferred by specific passive abilities in your Chocobo's repertoire of skills, be they innate or infused.

RACING ABILITIES: UNLOCK REQUIREMENTS

	DESCRIPTION	PASSIVE ABILITY REQUIRED	AVAILABILITY/ INFUSION
Rocket Blast	Increases the window of opportunity for a Sprinting Start.	Critical: Shell; Role Resonance; Feral Surge; Feral Fatigue	Default ability of White Chocobo; Bamapama (Lv. 16)
Dark Horse	Offers improved gambling odds on your Chocobo.	Item Scavenger (I or II); Item Collector	Default ability of Silver Chocobo; Microchu (Lv. 18); Apotamkin (Lv. 14)
Limelight	Your Chocobo's stats are increased for Graded races.	Kill: ATB Charge; Kill: Libra	Goblin Chieftain (Lv. 22)
Supersonic	A skill that activates when the strategy is selected. Increases the rate at which the Boost gauge charges.	Quick Stagger; Improved Guard (I or II); Critical: Power Surge (I or II)	Default ability of Chocobo; Flandit (Lv. 8)
Lightning Bolt	A skill that activates when the strategy is selected. Increases the rate at which the Boost gauge charges.	Improved Ward (I or II); Chain Bonus Boost (I or II); Stagger Maintenance (I or II)	Default ability of Red Chocobo; Golden Chocobo (Lv. 2); Ceratoraptor (Lv. 2)
Turbo	A skill that activates when the strategy is selected. Decreases the cost of the Boost command.	Critical: Shield (I or II); Siphon Boost (I or II); Defense Maintenance (I or II); Improved Cure (I or II)	Default ability of Green Chocobo; Cait Sith (Lv. 1); Swampmonk (Lv. 1)
Blue Streak	A skill that activates when the strategy is selected. Decreases the cost of the Boost command.	Critical: Protect; Ally KO: Power Surge (I or II); Improved Debuffing (I or II)	Default ability of Purple Chocobo and Silver Chocobo; Ceratoraptor (Lv. 1)
Health Nut	Your Chocobo's condition is constantly favorable	Bonus CP; Rapid Recovery	Microchu (Lv. 24)
Free Spirit	Reduces instances where your Chocobo flags (even if only briefly) due to lagging behind the pack.	Critical: Faith; Auto-Bravery; Auto- Faith; Auto-Haste; Auto-Vigilance; Auto- Tetradefense	Grenade (Lv. 12); Amanojaku (Lv. 13)
Attention Hog	Your Chocobo's stats are increased when it is the favorite for a race.	Feral Speed II; Gilfinder	Gancanagh (Lv. 1); Dragoon (Lv. 4)
Runaway	Increases the effect of Supersonic or Lightning Bolt.	Hindrance; Pack Mentality; Jungle Law	Chichu (Lv. 1); Nanochu (Lv. 1); Metalligantuar (Lv. 1)
Second Wind	Increases the effect of Turbo or Blue Streak.	Improved Counter (I or II); Fettered Magic	Pulse Gladiator (Lv. 1)
Perseverance	Slightly recharges the Boost gauge when you run out of stamina just before crossing the finish line.	Auto-Protect; Auto- Shell; Auto-Veil; Attack: ATB Charge (I or II); Improved Raise (I or II)	Apkallu (Lv. 1); Barbed Specter (Lv. 1); Caterchipillar (Lv. 1); Pitterpatter (Lv. 1)
Sprinter	Greatly increases speed in short-distance races.	Critical: Veil; Critical: Bravery; ATB Advantage; First Strike	Default ability of Black Chocobo; Cactuar (Lv. 1)
Vlarathoner	Greatly increases stamina in long-distance races.	Critical: Vigilance; Critical: Tetradefense	Default ability of Golden Chocobo, Microchu (Lv. 5)

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COMPLETION

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STRATEGY 8

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EVTDAG

1 5 1 100 100 1

THE HISTORIA

HEAGE HATES &

NEW DODHUM

RESHA RUINS

YASCHAS MASSIF

OFRRA (200 AF)

YASCHAS MASSIF

AUGUSTA TOWER (300 AF)

WATERSCAPE (300 AF)

THE ARCHIVITE

SERENDIPITS

BRESHA RUIN 300 AFI

YASCHAS MASSIP

ACADEMIA

ASCHAS MASSIF

SUNLETH

WATERSCAPE (400 AF)

AUGUSTA TUVI (200 AF)

ACADEMIA

THE WHE DEAVE

THE VILE PEAKS

A SERVICE CONTRACTOR

OERBA (400 AF)

THE VOID BEYOND (??? A

A DYING WORL

NEW BOOHUN

BRESHA RUINS

ACADEMIA (500 AF)

VALHALLA (222 AF)

Optimum Chocobo Development

Though any Chocobo can be developed to compete at the highest level in the Chocobo Races, the Silver Chocobo is categorically the easiest and most cost-effective option (though the Golden Chocobo found later in the game runs a close second). Best of all, you can realistically max this gifted all-rounder out once you unlock Academia (4XX AF) in the main storyline. The following guide is for power gamers who wish to claim the available rewards at the earliest possible stage, and presumes that your party is suitably attired and developed for the item farming it entails. The steps that focus on material and monster acquisition are *much* less time-consuming if you wait until you acquire the Encounter Master Fragment Skill later in the game; Monster Collector is also useful.

- The first step is to collect the Silver Chocobo itself. Obtain the Mog's Manifestation Fragment Skill from the Mystic in Serendipity (see page 125), then travel to Academia (4XX AF) and perform a Moogle Throw onto the small platform below the holographic projection of Cocoon to acquire its one-of-a-kind crystal.
- You now need to obtain 31 Potent Orbs, 46 Potent Essences, and 23 Potent Crystals. Refer to "Points of Interest" on page 109 to find out how to farm these items from the Archylte Steppe's Clearwater Marshes area in the shortest possible amount of time.

You can now advance your Silver Chocobo to its maximum of Level 45. This will enable it to meet the maximum Speed and Stamina totals of 800. With the Blue Streak and Dark Horse abilities as standard (the former being the best Boost-oriented skill, and the latter increasing your potential Casino Coin returns through gambling), you can now register your steed and dominate the Cocoon, Monster, Weapon and Guardian race classes, and be highly competitive in the more demanding Fal'Cie Class. To build the best possible Silver Chocobo, though, you should also take the following steps:

- Infuse your Silver Chocobo with a Level 1 Pulse Gladiator (found on the Archylte Steppe – see page 107) to obtain the Second Wind trait. This improves the critical Blue Streak ability.
- The Critical: Bravery passive ability will endow your Chocobo with the Sprinter ability, which should make it near-unbeatable in short races. This can be obtained from a Level 1 Cactuar acquired from the Archylte Steppe.
- Finally, you should almost certainly have caught a Microchu during your earlier farming expedition. Advance it to Level 24 and infuse it into your Silver Chocobo to obtain Marathoner and Health Nut. While the former offers a welcome boost to performance in longer races, Health Nut means that your Chocobo will never fall below "average" condition. However, it will also reduce your overall ability to generate Casino Coins through gambling on the races see page 123.
- Perseverance, Free Spirit and Limelight are also worth consideration, though they're not really worth the trouble unless you are desperately chasing certain Titles to obtain rare Adornments – see Race Rewards for details.

Entering Races

Speak to the attendant flanked by two Chocobos and select Register Chocobo to enter the races. The main menu offers the following options:

- Race: Takes you to a list of possible races. At first you can only enter Cocoon Class contests. There are five classes in all, and you only need win a single race in a class to unlock the next tier of competition.
- Retrieve Chocobo: Selecting this option retires your Chocobo from active competition. Though an individual Chocobo's career ends once its RP has been spent, you can immediately re-register them again to begin anew.
- View Records: This option allows you to check your Records, Titles (see page 123), and completed Races.
- How to Play: Offers a selection of tutorials.
- Cancel: Enables you to leave the race menu.

Once you are ready, select Race to visit the Race Selection Menu. You cannot back out once you select a meeting, so take care to make the right choice.

- The right-hand side of the screen shows your Chocobo's basic attributes (including remaining RP and career performance), plus their abilities.
- In the lower-left corner of the screen, you will find details on the current selected race, including prize money (in descending order of finish) and the item reward for winning.
- Races can be "standard", "Graded" or "Secret". Graded races are marked
 with a blue emblem, and unlock a connected Secret race when you win
 them for the first time in any career. Secret races are marked with a red and
 yellow emblem. There are two Graded and two Secret races available per
 race class.
- The Use Items option enables you to use the three varieties of Shuffle items if you are attempting to find a specific race.



Race Preparations

Don't be too quick to select the "Start Race" option: the Racing Form menu that lies just before a competition contains not only information on your opponents, but the option to adjust your Chocobo's race strategy, use items to improve its condition, and place wagers (18) 05).



The names of your opponents in the current meeting. Once you reach Fal'Cie Class, recognizing certain noteworthy Chocobos can enable you to win large sums of Casino Coins — see "Gambling" overleaf.

The "Fav" column indicates the relative strength of each Chocobo in a race, based on their condition and (hidden) speed and stamina stats. The hierarchy runs from * → A → B → C → D → E. With a high-powered Silver Chocobo, this only really becomes relevant once you reach Fal'Cie Class (and, perhaps, the occasional Guardian Class race).

This shows which of the four possible racing strategies each competitor uses. See "Racing Strategy" for details.

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The "Cond" column shows the relative health of all competitors. See "Chocobo Condition" for details.



This column shows the betting odds for each competitor. You can wager up to 100 Casino Coins on any Chocobo in a race — not merely your own.



All Abilities that are active for the current race, based on its length and your selected strategy, are highlighted by a yellow wing.

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(777 AF)

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.....

BEYOND (??? AF

A DYING WORLD (700 AF)

EW BOOHUM

BRESHA RUINS

ACADEMIA

ALHALL/

RACING STRATEGY

STRATEGIES & RELATED ABILITIES The Chocobo will attempt to lead the pack for the Supersonic, Runaway entire race. The Chocobo will stay Lightning Bolt, towards the front of the pack. Runaway The Chocobo will tend to stay in the middle of the Turbo, Second Wind pack, becoming a little faster towards the end of the race. The Chocobo will generally linger at the back of the pack Blue Streak Second Wind for most of the race, picking up speed in its later stages.

Though the racing strategies used by your opponents can give you an indication of how you might expect them to perform (especially at Fal'Cie Class), it is the strategy that you select for your own Chocobo that matters most.

In short, the racing setup that you pick dictates the general pace that your Chocobo will set, but — more importantly — also governs if you can obtain the special bonus provided by the Supersonic, Lightning Bolt, Turbo or Blue Streak abilities in a race. We find that the strategy in conjunction with Blue Streak (a default capability of the Silver Chocobo) is by far the best option to pick, especially when improved with the Second Wind ability.

CHOCOBO CONDITION

While the condition of your rivals in each competition is chosen at random, the status of a default Chocobo will cycle back and forth between excellent condition and terrible condition, moving one step after each race. This can have a profound effect on a racer's ability to perform, especially in higher classes. There are three ways to address this issue:

- Keep track of the trend in your Chocobo's condition and favor easier races when they are set for the most miserable parts of their cyclical slumps. A maxed-out Silver Chocobo in terrible condition will still annihilate the field in the Cocoon, Monster and Weapon classes.
- Use the Chocoboost or Chocobull items to engineer condition increases: see "Boosting Items".
- Bestow your Chocobo with the Health Nut ability via an infusion to ensure that it will never fall below average condition.

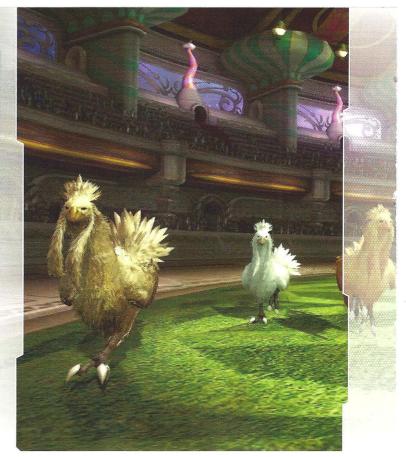


Racing Controls & Tactics

While the proud owner of a maxed-out Silver Chocobo can expect to win almost every meeting, the following techniques are key to beating the high-level opponents you will face in the Fal'Cie Class races. The tactics we outline here are for a Chocobo with the Blue Streak ability configured to use the strategy, as it leads to the most consistently successful results.

Boost/Sprinting Start	⊗ / A
Camera Adjustment	•
Lock Camera (chase view)	R1/RB
Lock Camera (rear view)	L1/RB

- You can achieve a Sprinting Start (and, therefore, shave a sliver off your overall time) by pressing ⊗/♠ just before the Chocobos burst from the gates. The window for this is extremely small (unless expanded with the Rocket Blast ability), but there's a simple trick to securing it every time: press the button just as the "1" fades from the screen.
- Once the race is underway, settle back and enjoy the show. The strategy is all about saving your Boost for the final dash for the finish line.
 Don't be alarmed if your Chocobo lags far behind the rest of the field, especially in distance races; this is a natural part of the strategy.



- As you draw close to the final corner in 600m races, or a variable position on the penultimate straight in longer competitions, the Blue Streak notification will appear; your Chocobo will also begin to glow to highlight the effect. Blue Streak reduces the rate at which the Boost gauge depletes, but only remains in effect for several seconds. Picking the optimal moment to activate the Boost is a delicate art in Fal'Cie-class races. If you are lagging behind the leaders and the gauge is not full, you can sometimes benefit by delaying its deployment for a second or two (perhaps slightly longer in distance races) to gain the longest possible speed increase. Don't leave it too late: if your Chocobo ceases to glow, you will lose the bonus. If your gauge is full, though, it always makes sense to deploy full Boost straightaway.
- Always use Boost in one go, at the end of the race, and don't try to eat up portions of the gauge if the fill rate is especially high in your current competition — it won't make a difference.

Gambling

You can place a bet of up to 100 Casino Coins on any Chocobo prior to the start of a race. Wagering the full sum on the Silver Chocobo we recommend will enable you to consistently double your money in every competition below Fal'Cie class due to its natural superiority and Dark Horse ability. If you can win high-class races while your Chocobo is in poor or terrible condition (which, alas, isn't possible with the otherwise beneficial Health Nut ability), you can earn even more.

While the sums you pick up from race winnings and these simple wagers on your own competitor soon stack up over the course of a career, there are ways to greatly increase your income through smart gambling.

Strategy 1 – Bet on Close Rivals: Betting on a rival who is in great condition and a clear favorite (marked with a star or A rating, with your Chocobo rated at A, B or C) when you reach Fal'Cie Class can be a smart move if the odds are good. Naturally, you should place a wager on your Chocobo as well. If you do not win, it's highly likely that your closest competitor will – and this can often

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lead to a better profit than an outright victory. If you want to ensure that you always turn a profit in the most difficult Fal'Cie Class races, no matter the result, you may even find that it will pay to bet on both of your closest rivals if the odds seem worthwhile.

Strategy 2 – Taking a Dive: Using the Strategy and Blue Streak ability means that your Chocobo's overall performance really rests in your astute use of Boost at the end of Fal'Cie Class and, to a lesser extent, Guardian Class competitions. This presents an interesting gambling opportunity. If you notice that a close competitor has a star, A or B grade superior to your Chocobo in the FAV column, good or excellent condition, and odds in excess of 5.0, there is a sneaky way to turn a healthy profit. Make a note of their position on the track, place a full bet on them, then watch yours closely towards the end of a race; use RI/ B and C to adjust the camera to get a better view if required. If the Chocobo in question is clearly set to win the race, regulate your use of Boost to come in behind them, ideally in second. If they are lagging behind and clearly not set to accelerate miraculously, just press for the win. You profit in both eventualities.

GAMBLING: NOTEWORTHY COMPETITORS

	SPEED	STAMINA
Eden's Champion	0000	0000
Hades' Sovereign	000	00000
Lightning Rose	00000	000
Sazh's Afro	00000	0000
Sweet Snow	00000	0000
Little Hope	000	00000
Sweet Vanille	00000	0000
Wild Fang	000	00000
Graceful Rosch	0000	0000
Crafty Nabaat	0000	00000
Endless Raines	99999	0000
Barthandelus X	00000	000

Race Titles

This table documents the rewards (in the form of rare Adornments) that you can obtain by achieving the specified feats within the course of a single racing career. Though you can obtain Titles multiple times over different careers, the prize is a one-time bonus.

TITLES

	CONDITIONS	REWARD	
Victorious	Win five races in a single career.	Train Conductor Cap	
Speedster	A title awarded for demonstrating speed in a short race.	Electric Guitar	
Fortitude	Win an 1,800m race.	Lebreau's Violet Tattoo	
Underdog	Win a race where your Chocobo is not among the favorites.	Ripe Apple	
Trooper	Compete in 20 races in a single career.	Frying Pan	
Moneybags	Win 3,000 coins in a career.	Halo	
Bird on Fire	Win 10 consecutive races.	Red Chocobo Chick	
Derby Champ	Win all races with the "Derby" suffix in a single career.	Blue Moogle Bobble	
All-Rounder	Win a 600m, 1,200m and 1,800m race during a single career.	Tropical Tree	
Super Sleuth	Win all ten Secret races in a single career.	Crown	
Grade-Getter	Win all ten Graded races in a single career.	Tonberry Figurine	
King of Cocoon	Win all Cocoon Class races in one career.	Bronze Medal	
Monster Hunter	Win all Monster Class races in one career.	Silver Medal	
Weaponmeister	Win all Weapon Class races in one career.	Gold Medal	
Guardian Eliminator	Win all Guardian Class races in one career.	Mark of Lindzei	
Supreme Fal'Cie Chocobo	Win all Fal'Cie Class races in one career.	Mark of Etro	

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Race Rewards

The table here documents all Chocobo races in the five classes, including their top Casino Coin prize and the bonus item you will obtain for a first-place finish. Where two rewards are listed, the first is your prize for your debut triumph in that competition; the second reward will be given for all subsequent victories.



RACE REWARDS

NAME	DISTANCE (M)	CLASS	RP COST	COIN REWARD	ITEM REWARD
Hanging Edge Classic	600	Cocoon	10	30	Potion
Bodhum Derby	1,200	Cocoon	10	30	Potion
Vile Peaks Classic	600	Cocoon	10	30	Chocoboost
Bresha Classic	1,200	Cocoon	10	30	Chocoboost
Sunleth Cup	600	Cocoon	10	30	Shuffle
Gapra Classic	1,200	Cocoon	10	30	Shuffle
Palumpolum Cup	600	Cocoon	10	30	Power Bolt
Euride Stakes	1,200	Cocoon	10	30	Mana Bolt
Nautilus Derby	600	Cocoon	10	60	Witch's Bracelet
Sanctum Special	1,200	Cocoon	10	60	Zealot's Amulet
Orphan's Cup	600	Cocoon	10	60	Cute Cactuar Figurine; Power Droplet
Fifth Ark Cup	1,200	Cocoon	10	60	Guard's Ravager Badge Mana Droplet
Goblin Derby	600	Monster	15	60	Librascope
Malboro Classic	1,200	Monster	15	60	Librascope
Flan Stakes	600	Monster	15	60	Chocoboost
Sahagin Derby	1,200	Monster	15	60	Chocoboost
Bomb Classic	600	Monster	15	60	Shuffle (Common)
Garchimacera Cup	1,200	Monster	15	60	Shuffle (Common)
Adamantoise Classic	600	Monster	15	60	Vitality Droplet
Ochu Classic	1,200	Monster	15	60	Vitality Bolt
Behemoth Special	600	Monster	15	80	Silver Bangle
Ahriman Cup	1,200	Monster	15	80	Auric Amulet
Tonberry Cup	600	Monster	15	80	Cie'th Wing; Power Droplet
Cactuar Cup	1,200	Monster	15	80	Pilot's Badge; Mana Droplet
Blazefire Saber Classic	600	Weapon	20	80	Phoenix Down
Durandal Cup	1,200	Weapon	20	80	Phoenix Down
Altairs Stakes	600	Weapon	20	80	Chocobull
Pleiades Classic	1,200	Weapon	20	80	Chocobull
Wild Bear Derby	600	Weapon	20	80	Shuffle (Graded)
Hawkeye Derby	1,200	Weapon	20	80	Shuffle (Graded)
Airwing Cup	600	Weapon	20	80	Power Chip

	DISTANCE (M)	CLASS	RP COST	COIN REWARD	ITEM REWARD
Binding Rod Classic	1,200	Weapon	20	80	Mana Chip
Gungnir Special	600	Weapon	20	160	Durable Warding Talisman
Partisan Stakes	1,200	Weapon	20	160	Pain Dampener
Omega Weapon Cup	600	Weapon	20	160	Mog Figurine; Potent Droplet
Nirvana Cup	1200	Weapon	20	160	Cactuar Figurine; Potent Droplet
Manasvin Cup	600	Guardian	25	160	Elixir
Myrmidon Derby	1,200	Guardian	25	160	Elixir
Garuda Stakes	600	Guardian	25	160	Chocobull
Dreadnought Special	1,200	Guardian	25	160	Chocobull
Aster Cup	600	Guardian	25	160	Vitality Sliver
Enki Enlil Classic	1,200	Guardian	25	160	Vitality Chip
Ushumgal Derby	600	Guardian	25	160	Adamantite
Havoc Stakes	1,200	Guardian	25	160	Dark Matter
Kalavinka Classic	600	Guardian	25	320	Nagaraja
Proudclad Classic	1,200	Guardian	25	320	The Tower
Undying Cup	600	Guardian	25	320	Onion Knight's Helm; Power Sliver
Shaolong Gui Cup	1,200	Guardian	25	320	White Chocobo Figurine; Mana Slive
Phoenix Cup	600	Fal'Cie	30	320	Potent Sliver
Kujata Classic	1,200	Fal'Cie	30	320	Potent Sliver
Carbuncle Classic	600	Fal'Cie	30	320	Power Orb
Anima Stakes	1,200	Fal'Cie	30	320	Mana Orb
Atomos Derby	600	Fal'Cie	30	320	Vitality Orb
Bismarck Cup	1,200	Fal'Cie	30	320	Bloodguard
Dahaka Stakes	600	Fal'Cie	30	320	Collector Catalog
Titan Classic	1,200	Fal'Cie	30	320	Potent Sliver
Eden Stakes	600	Fal'Cie	30	480	Entite Ring
Orphan Derby	1,800	Fal'Cie	30	480	Potent Orb
Lindzei Cup	600	Fal'Cie	30	480	Canned Sheep Logo; Potent Orb
Pulse Cup	1,800	Fal'Cie	30	480	Canned Coyo Logo; Potent Orb

Reward Notes

- The Dahaka Stakes 600m race has the Collector Catalog as its main prize. This accessory, unavailable by any other means, is required to obtain the extremely profitable Durable Collector Catalog from Chocolina's Special section in her shop at the Archylte Steppe. You can also sell the Collector Catalog to Chocolina for 11,000 gil with Haggler active. As the Dahaka Stakes appears regularly in the competition roster once you reach Fal'Cie Class, and is easy to win with a maxed-out Silver Chocobo, this may be the least demanding way to generate gil in the entire game.
- The Adamantite offered as a prize in the Ushumgal Derby can be sold to Chocolina
 for the same price as a Collector Catalog, but be sure to save four these are
 required components for two "ultimate" weapons that can be purchased on
 completion of the main storyline. Other items with notable resale values are Dark
 Matter (a Component with no practical use) and the Entite Ring accessory.
- If you need to build up a healthy supply of Librascopes (which can be extremely helpful when you fight new and powerful enemies, particularly bosses), buy a supply of standard Shuffle items, advance to Monster Class, then repeat the Goblin Derby and Malboro Classic repeatedly. If your party has an appetite for Elixirs, don't ever pay the exorbitant price demanded by the Casino Vendors just win the Manasvin Cup and Myrmidon Derby whenever they appear in the roster.
- The Tower and Nagaraja are two unique weapons that can only be acquired by winning the Kalavinka Classic and Proudclad Classic races. Once equipped, they set Noel and Serah's traditionally weaker stat (Magic for Noel, Strength for Serah) to match their stronger stat. See page 219 for interesting applications.

THE MYSTIC & FRAGMENT SKILLS

Once you unlock Serendipity, head straight to the Mystic in the building on the southwest of Temptation Plaza to pick up your first Fragment Skills. These varied proficiencies are awarded at specific progression milestones, as detailed in the table here. You can activate or deactivate them via the Fragment Skills entry in the main menu. Entries in the following table are arranged in the order that you can first obtain them in the game for ease of reference.

FRAGMENT SKILLS

FRAGMENT	REQUIREMENT	DETAILS
Mog's Manifestation	Automatically awarded on your first visit to the	Used to activate the Improved Moogle Throw.
Haggler	Mystic.	Increases the sale price of items sold to Chocolina by 10%
Monster Collector	Collect all Fragments in Vile Peaks (200 AF) and 010 AF.	Provides a 20% boost to base drop rates for monster crystals.
Anti-grav Jump	Available after the end of	Imbues your current party leade with a limited ability to float when the jump button is held.
Bargain Hunter	Episode 5.	Decreases the cost of all items sold by Chocolina and Casino Vendors by 25%.
Encounter Master	Collect all Fragments in all versions of Yaschas Massif; this can only be accomplished after you unlock Bresha Ruins (100 AF).	An absolute necessity for those farming for monster materials or undertaking the Monster Professor side quest. Enables you to increase or decrease the spawn rate of generic opponents
Rolling in CP	Collect every Fragment in all Bresha Ruins and Yaschas Massif destinations.	This Fragment skill doubles you Crystogen Points haul for every battle you fight.
Battlemania	Complete the Academic Rank: Paradox Professor side quest that begins in Academia (400 AF). This can be accomplished once you unlock Academia (500 AF).	Enables you to increase the spawn rate of rare enemies, including those that appear in Distortions. Utterly essential for the Monster Professor side quest.
Chocobo Music	Collect all Fragments in the Monster Bits and Bounty Hunter categories, including those for the Archylte Steppe bosses.	Use this fun option to select the music that you hear whenever you ride a Chocobo.
Paradox Scope	Complete the main storyline.	When activated while replaying specific story events, this special device can unlock more difficult "alternative" battles that lead to Paradox Endings.
Eyes of the Goddess	Collect all Fragments in New Bodhum (003 AF), Bresha Ruins (005 AF), Yaschas Massif (010 AF), Yaschas Massif (01X AF), Oerba (200 AF) and Sunleth Waterscape (300 AF).	This Fragment Skill gives you limited control of the game camera during cutscenes.
Mobile Mog	Collect all Fragments in the 200 AF, 300 AF and 400 AF versions of Oerba, including the Paradox Ending in 200 AF.	This Fragment Skill greatly reduces the wait before Mog returns to your party after each Moogle Throw.
Field Killer	Collect all Fragments in the Academic Reward and Great Mog Wisdom categories.	Enables you to instantly kill certain groups of weak monsters when they spawn with a single sword swipe, removing the need to fight opponents that you have no interest in.
Clock Master	Obtain all 160 Fragments.	Increases the speed of FFXIII-2 — even cutscenes — to facilitate fast farming.

Improved Moogle Throw

This special Fragment Skill enables Mog to search for items wherever he lands after a Moogle Throw. You can find seven unique monster crystals by employing this ability in very specific locations. These are one-of-akind items: if you infuse them into another monster or make a mess of their development at the Crystarium through inefficient use of Monster Materials, you cannot collect any more.

IMPROVED MOOGLE THROW: MONSTER CRYSTALS

	LOCATION	DETAILS
Cactuarina	New Bodhum (003 AF)	Throw Mog into the crater beneath the Gate in the Meteorite Impact Site area.
Rangda	New Bodhum (003 AF)	Throw Mog into the ocean from the pier east of the NORA House.
Leyak	Sunleth Waterscape (300 AF)	Hurl Mog at the two Miniflan while riding the giant beast in the Animal Trail area.
Chichu	Archylte Steppe (??? AF)	Throw Mog into the patch of red flowers close to the Cactuar Waystone on the Plains of Eternity.
Nanochu	Archylte Steppe (??? AF)	Throw Mog onto the small island at the center of the Clearwater Marshes. The probability of finding the Nanochu crystal is only 10%, so you may need to repeat this many times.
Silver Chocobo	Academia (4XX AF)	Throw Mog onto the platform beneath the holographic projection of Cocoon. See page 149 for details
Cactuarama	A Dying World (700 AF)	Throw Mog to a position close to Chocolina in the Black Sands zone. This may take numerous attempts.

Though the probabilities of obtaining an item are often low and there are many instances when Mog will return with a single gil or an item of nominal value (Potion, Remedy, Malodorous Fruit or Succulent Fruit), there are also a wide range of Adornments that you can collect. You can find details on these in the table that begins on page 268 of the Inventory chapter. As some of these have a preposterously slender 5% chance of appearing with each Moogle Throw, we suggest that you wait for the Mobile Mog Fragment Skill before you begin searching in earnest.

If Mog repeatedly fails to bring anything back, there are no items to collect in that map area. The Improved Moogle Throw leads to no rewards in Academia (500 AF); in Serendipity, Mog goes off to play, and cannot be called on for this service.

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CADEMIA

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EYONO (7?7 AF

(700 AF)

NEW BODHUN

BRESHA RUM

ACADEMIA

VALHAL



INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES
Circuitron (RAV – 10%)	Cobaltite/ Lightning Aegis	Absorbs Lightning; heals itself constantly while it attacks. Delta Attack recommended for large groups. See "Points of Interest" for more information.
Munchkin (COM – 10%)	Potent Engine/ Power Booster	The most common opponent in this location. They can be a little challenging if you arrive with a low-level party, but are little more than a distraction later on.
Munchkin Maestro (RAV – 10%)	Potent Engine/ Vitality Booster	Can bestow buffs on itself and its Munchkin allies with its Goblinhancement ability. At low levels, deal with its smaller companions first.
Purple Chocobo (SYN – 15%)	Chocobo Plume/ Afro & Purple Chick	These semi-rare opponents only appear in the external map areas. See "Points of Interest" overleaf for details.
Tonberry (COM – 15%)	Power Orb/ Hermes Sandals	This rare high-level enemy appears in a Distortion — see corresponding section.

RAMBUNCTIOUS CHOCOBOS

Only present in "optional" locales separate to the core storyline, Rambunctious Chocobos — easily identified by their distinctive plumage — consume Gysahl Greens at a steady rate as you ride them. This makes them an impractical means of travel over longer distances. Given the sheer expense of feeding them for a journey from one side of a map to another (considering that Gysahl Greens cost 300 gil per unit), it's generally best to use them only when you need to take advantage of their jumping prowess to reach an inaccessible area.

A Rambunctious Chocobo's appetite for Gysahl Greens is determined by your total Fragments. The accompanying table documents how long each helping of Greens will last based on your overall progress.

GYSAHL GREEN CONSUMPTION

	APPROXIMATE DURATION
10	7 seconds
20	9 seconds
40	12 seconds
80	20 seconds
120	28 seconds
160	35 seconds

DISTORTIONS



These temporal disturbances herald the arrival of an unusually powerful enemy (© 01), and act as a warning for low-level parties to make a rapid escape.

- Without prior knowledge of the local monsters, you cannot know which opponent awaits once you strike a Distortion to begin a battle.
 In Bresha Ruins (300 AF), they always contain the diminutive yet devastatingly powerful Tonberry: see overleaf for details.
- Distortions do not move from their original positions, so it's not difficult to run away to avert an unfortunate one-sided battle.
- If you feel that your party can cope with a potential opponent, note that you can still obtain a Preemptive Strike bonus in the traditional manner.

ITEMS OF NOTE



'Labyrinth' Gate Seal: Instead of spending Gysahl Greens on the Rambunctious Chocobo, you can stand on the stone ramp and perform a Moogle Throw to open the treasure box in the walled-off area in the southeast of the map. This Seal can be used to close the Bresha Ruins (300 AF) gate.

Silver Petal: Examine the flower in the Lamentable Rest area (the graveyard in the far northeast of the map) after starting the Anima Miseria side quest in Bresha Ruins (005 AF) to collect this item (02). It is required to complete the Anima Miseria side quest.

Old Device: After starting the Rhodium Ring side quest in Bresha Ruins (100 AF), examine the stuffed animal at the monument in the Lamentable Rest zone to obtain the Old Device (© 02). Similar to the Silver Petal, this cannot be collected before you begin the related quest.

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SERENDIPITY

BRESHA RUINS (300 AF)

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CADEMIA

VARCHAS MASSIF

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RESHA BUIN

CADEMIA

VALHALLA

FRAGMENT: PLATINUM RING

Speak to Jonah on the steps just north of the Gate you start at to begin this side quest. Head to the northwest corner of Echoes of the Past, then use the Moogle Hunt to reveal the treasure box close to the Chocobo. Deliver the Recording Device that it contains to Jonah to claim the Platinum Ring and 400 CP.

FRAGMENT: MYTHRIL RING

Talk to Thurston in the Echoes of the Past tunnel on the southwest side of the map — he's just a short walk east of a Chocobo. He would like you to speak to the Commander, who can be found wandering around the southeast area of the map. Strike up a conversation to obtain the Commander's Report, then return to Thurston to obtain the Mythril Ring Fragment and 400 CP.

FRAGMENT: IRIDIUM RING

Walk over to the strange outline of a man in the Lamentable Rest area and perform a Moogle Hunt (1903), then speak to Lex to begin the Iridium Ring side quest. Lex's friend is found in the tunnel in the southwest of the Echoes of the Past area. Speak to him to initiate a Live Trigger event, then select the following puns:

- "A job as a shoe salesman would be your best fit."
- "Need an ark? I Noah guy."
- "Salt merchants are movers and shakers."

Your reward is the "My Buddy's Message" item. Return to Lamentable Rest and deliver it to Lex to obtain the Iridium Ring Fragment and 400 CP. A Wild Artefact will materialize once Lex disappears; be sure to pick this up.



03

FRAGMENT: CONTROL DEVICE PASSWORD 2

Requirements: Complete the Platinum Ring, Mythril Ring and Iridium Ring side quests, then start the Adamantite Ring side quest in Bresha Ruins (100 AF). You cannot reach this location until late in the main storyline.

Once you have started the Adamantite Ring quest in 100 AF, head to the chamber with the Atlas control device in the north Echoes of the Past tunnel. Speak with the Government Agent, then interact with the control device. This leads to a Tile Trial in a Temporal Rift; see page 247 for guidance if required. Once you have completed the puzzles, you will obtain the Control Device Password 2 Fragment and 400 CP.

POINTS OF INTEREST

- As they are plentiful in the external areas, Munchkins are a great source of Potent Engines — a Grade 3 Monster Material used to level up mechanical monsters.
- The Circuitron enemy type only appears in the two tunnel sections, and can devastate an ill-prepared party. Use Delta Attack for safety as you thin their numbers, Solidarity for bouts of healing if required, then switch to Relentless Assault to finish the battle. If they are accompanied by Munchkins, neutralize these weaker opponents first. Circuitrons have the Lightning Aegis as their rare drop, though there is a tiny 3% chance of obtaining one. This accessory nullifies the Lightning element, but at a cost of reducing the ATB Gauge fill rate and a Capacity cost of a full 100.
- Though not "rare" monsters per se, Munchkin Maestros and Purple Chocobos (one of the best monster Synergists you can capture) are extremely uncommon opponents. They only appear in the external Echoes of the Past areas, and you may need to defeat (or run away from) a ridiculous number of Munchkins to face them. You may find it less time-consuming if you wait until later in the story and pick up the Monster Collector Fragment Skill beforehand see page 125.
- Purple Chocobos start each battle by casting status enhancements, and will then perform combination attacks that include a Launch, and can inflict over 2,000 HP in damage. Low-level parties will need to employ Delta Attack to better withstand these. The key to winning these fights is to Stagger your opponent, then time your attacks carefully to "juggle" it after it has been launched by a COM.



TONBERRY

If you are visiting Bresha Ruins (300 AF) early in the main storyline, you should turn and accelerate with alacrity whenever a Distortion appears in the area. The Tonberry enemy that awaits the regrettably curious (or suicidally bold) is a threat to high-level parties, let alone those who have yet to progress more than halfway through the Historia Crux...

REC	UIV.	IIV	EN	IDE	D	PA	K	IY
E/4	RTY	RH	lln					SEE

	SERAH	NOEL
НР	2,750	3,500
Strength	250	350
Magic	350	275
COM	Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60; Bonus Boost II	Bonus Boost II
SEN		
SAB	=	-
SYN		Lv. 11
MED	Lv. 30; Bonus Boost II	Lv. 35; Bonus Boost II
ATB Level	5	5
Accessory Capacity	70	70
Special Required	No	No
Weapon	Indrajit	Romulus & Remus
Accessories	Physical	resistance

PARADIGM PACK Max out this Commando with Power Chips to learn Armor Breaker, which makes it ideal for this fight, as Tonberry halves all physical and magical damage. You will Dragoon COM also want to increase its resistance to physical damage; infuse a Level 7 Hoplite for Resist Physical: +15% (this only costs 7 cheap Bolts). You need to reach the second Crystarium Yakshini SYN 30 expansion to have enough HP to survive The choice of Sentinel is not critically important, as this role is used only to SEN 30 Bunkerbeast distract the enemy while healing takes

SUGGESTED PARADIGM DECK

	PARADIGM	SERAH	NOEL	MONSTER
1	Relentless Assault	RAV	RAV	Dragoon
2	Recuperation-W	SYN	MED	Yakshini
3	Convalescence-W	MED	MED	Yakshini
4	Discretion	MED	MED	Dragoon
5	Combat Clinic	MED	MED	Bunkerbeast
6	Cerberus	COM	COM	Dragoon

Strategy Overview:

- Tonberry is immune to all ailments and has considerable Chain Resistance. Furthermore, its Stagger Point is very high. You only need to worry about physical attacks, but they get progressively stronger and will inflict Poison on your party. The fourth version of its Knife attack, Rancor Knife, deals 9,999 damage. Needless to say, it will be in your best interests to end the fight before it begins to use this move. Speed is critical, so an ATB Level of 5 and the Indrajit and Romulus & Remus weapons dropped by Immortal are highly recommended if you wish to take on this foe as early as possible.
- Start with a Preemptive Strike and spend one turn in Relentless Assault. Quickly shift to Recuperation-W and cast Protect and Vigilance on whichever ally was targeted first by the Tonberry. After Yakshini has cast Faithga and Bravega, return to Relentless Assault and build the Chain Bonus for two more turns.
- Now shift to Recuperation-W again and cast Protect and Vigilance on the other allies. At this point, depending on your HP, switch to either Relentless Assault or Discretion to continue your attack.
- After this, the general pattern for this fight is as follows: reapply buffs in Convalescence-W, continue to build Chain Bonus in Relentless Assault, and heal in Discretion or Combat Clinic as you see fit (but make absolutely sure to maintain the Chain Gauge).
- Once the Chain Bonus has reached 300-350%, it is time to shift to Cerberus (after buffing) and throw everything you have at your enemy, with the briefest of healing sessions spent in Discretion. With any luck, you will finish it off just before it begins to use Rancor Knife. Use the Dragoon's Orbital Battery Feral Link to expedite the process.

THE HISTORIA CRUX

OERBA (200 AF)

		STEFFE TO LEAF
		SERENDIPITY (??? AF)
WE VIEW AND SHOW THE		BRESHA RUINS (300 AF)
		YASCHAS MASSIF. (110 AF)
		ACADEMIA (400 AF)
		YASCHAS MASSIF (100 AF)
		SUNLETH WATERSCAPE (400 AF)
		AUGUSTA TOWER (200 AF)
		ACADEMIA (4XX AF)
	THE RESERVE OF THE PARTY OF THE	THE VILE PEAKS (200 AF)
		THE VILE PEAKS (010 AF)
	The second second	OERBA (300 AF)
	(1) (1)	OERBA (400 AF)
	The Party of the P	THE VBIO BEYOND (222 AF)
		A DYING WORLD (700 AF)
SYNON ME		NEW BOOHUM 1700 AFI
CHARLES THE STATE OF THE STATE	a water than I	BRESHA RUINS (100 AF)
		ACADEMIA (500 AF)

YASCHAS MASSIF (110 AF)

With some interesting enemies and four Fragments that can be collected with relatively little effort, Yaschas Massif (110 AF) is a rewarding port of call if you visit during Episode 3. Its final two Fragments, however, must be left until later in the story.





NAME	DROP (COMMON/RARE)	NOTES
Chunerpeton (COM – 10%)	Vitality Sliver/ Mana Droplet	Relinquishes Vitality Slivers at an appreciable rate.
Green Chocobo (MED – 15%)	Chocobo Plume/ Vitality Orb	Not as hard to find as the Purple Chocobo, though you will still need to invest a little time to encounter one. See "Points of Interest".
Imp (SYN – 10%)	Mana Sliver/ Vitality Sliver	Can augment its attacks with Bravery: use Relentless Assault for a quick fight.
Kanna Kamuy (SAB – 10%)	Power Engine/ Hypnocrown	A rare (and, for the unprepared, rather dangerous) monster. See "Points of Interest".
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks; can inflict Deprotect and Debrave.
Spiranthes (MED - 25%)	Potent Droplet/	Notable only for the Item Collector skill when its Crystal is captured.

FRAGMENT: GERHILDE'S BLOSSOM

Interact with the Ruby of Grief (the red orb marked by a speech bubble) in the Paddraean Archaeopolis to begin this side guest. You can find Marie's sister in the previously inaccessible path on the east side of the Pass of Paddra. Perform a Moogle Hunt to reveal her (1), then strike up a conversation. Millie will hand you the Wedding Jewelry item before she disappears. Return to the Ruby of Grief to receive the Gerhilde's Blossom Fragment and 500 CP.



FRAGMENT: WALTRAUTE'S FLOWER

Requirements: Complete Gerhilde's Blossom; Gysahl Greens required.

Interact with the Ruby of Grief to the west of the Gate in the Paddraean Archaeopolis area, then head to the command center (where you spoke with Hope and Alyssa in previous visits) to find a treasure box. Perform a Moogle Hunt, then open it to obtain the Service Manual key item.

You need at least two Gysahl Greens to complete this side quest, so purchase them from Chocolina if required as you head to the Pass of Paddra. Mount the Rambunctious Chocobo to the south of the merchant, then use it to reach the platform in the north of the Pass of Paddra (2). Speak to the Technical Engineer, then select "The Manual" when the Live Trigger appears to receive the Technician's Note key item. You can take a quick detour to collect the nearby Terrorists' Mark item (see map) for the next side quest before you head back to the Archaeopolis. Return to the Ruby of Grief to obtain the Waltraute's Flower Fragment and 500 CP.



FRAGMENT: ORTLINDE'S BLOOM

Requirements: Complete Gerhilde's Blossom and Waltraute's Flower.

Interact with the Ruby of Grief at the very top of the ramps in the south of the Paddraean Archaeopolis. Your task here is to collect the Terrorists' Mark item from a treasure box in the northwest of the Pass of Paddra - but if you took our advice to collect it earlier, you can simply hand it straight over after accepting the quest. Your reward is the Ortlinde's Bloom Fragment and 500 CP.

FRAGMENT: BOOK OF AVALON

Requirements: Complete Ortlinde's Bloom.

After you finish the Ortlinde's Bloom side quest, a Spacetime Distortion highlighted by a waypoint marker will appear in the southwest clearing in the Pass of Paddra. Interact with it to play a set of four Hands of Time puzzles. As this may be the first time that you have encountered this type of Temporal Rift, turn to page 244 for a variety of tips and tricks that will make this easier to complete. With each clock randomized and timers running throughout, this challenge can be a real baptism by fire. Once the Anomaly has been resolved, you will obtain the Book of Avalon Fragment and 500 CP.

PRIMER

WALKTHROUGH

COMPLETION TIMELINE

STRATEGY & ANALYSIS

THE HISTORIA

BRESHA RUINS (005 AF)

YASCHAS MASSIF (010 AF)

YASCHAS MASSIF (01X AF)

BRESHA RUINS (300 AF)

ACADEMIA (4XX AF)

THE VILE PEAKS (200 AF)

THE VILE PEAKS (010 AF)

0ERBA (400 AF)

BRESHA RUNG (100 AF)

VALHALLA



FRAGMENT: UGALLU FRAGMENT

Requirements: Complete Ortlinde's Bloom and obtain the Book of Avalon in the Temporal Rift puzzle, then complete all side quests and the final Temporal Rift in Yaschas Massif (100 AF) to obtain the Book of Shambala.

Once you have met the requirements, a waypoint will appear in the north of the Pass of Paddra, close to Chocolina. Travel here and interact with the Ruby of Grief to begin the quest, then head to the waypoint on the west side of the map to face Ugallu.

It is possible to defeat Ugallu, in what can be an arduous, annoying and technically demanding confrontation, once Serah and Noel reach 1,500 and 2,500 HP respectively. However, we would suggest that you wait until they reach at least 2,100 HP and 3,000 HP each, with a Level 30 (minimum) Bunkerbeast captured from Yaschas Massif (100 AF) before you try. The rewards for defeating Ugallu (2,000 CP for the Fragment itself and a special cinematic once the battle ends) offer no reason to hurry, so we find that it's better to come back here with a high-powered party.

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PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Premeditation	SAB	SYN	SEN	Set this as your default Paradigm before the battle begins. Cast Wound with Serah repeatedly for moderate damage and Chain Gauge maintenance while Noel protects the party with status enhancements.
Protection	MED	SYN	SEN	After its first round of physical attacks, Ugallu will use its Virulent Breath attack. Switch to this Paradigm to heal and use Esuna to remove debuffs while Noel continues to augment the party.
Solidarity	MED	сом	SEN	Alternate this Paradigm with Protection to maintain Ugallu's Chain Gauge during protracted bouts of healing and buffing.
Delta Attack	RAV	сом	SEN	Your primary offensive Paradigm. Use this whenever the battle conditions allow.

 Ugallu employs its Roar ability at the start of the battle to bestow upon itself a wide range of status enhancements, an action that it will repeat at semi-regular intervals. Virulent Breath causes an unpleasant mélange of status ailments, including Poison.



- Your opponent's main attack strategy is to use physical swipes with a moderate area-of-effect radius. Even a fairly powerful party will require a Sentinel present at all times to reduce the damage that these cause. The Fringeward passive ability (possessed by the Bunkerbeast SEN) makes a big difference in reducing collateral damage. This becomes most pressing after the first Stagger, when the rate of Ugallu's physical assaults becomes utterly ferocious.
- Magical, Lightning and Wind damage are all halved for Ugallu, and it has a Chain Resistance of 90. Low to mid-level parties will need to spend a lot of time healing, but it's vital to preserve Chain Gauge progress at all times; be sure to switch between Protection and Solidarity as you heal/buff your party.
- Where possible, take the time to ensure that your party is healthy before you trigger a Stagger: this will maximize the time you can spend in Delta Attack.

FRAGMENT: CONTROL DEVICE PASSWORD 1

Requirements: Start the Adamantite Ring side quest in Bresha Ruins (100 AF), then obtain the Thorne's Information key item from Uma in Yaschas Massif (100 AF).

This Fragment cannot be obtained until you unlock Bresha Ruins (100 AF) late in the main storyline. Once you have satisfied the basic requirements, travel to the dead end on the far east side of the Pass of Paddra. Use a Moogle Hunt to reveal the man there (3); the Live Trigger answer during the conversation that follows is "Thorne". You will then obtain the Control Device Password 1 Fragment and 300 CP. Note that while you can certainly discover this individual prior to starting the side quest, you cannot obtain the Fragment beforehand.



 Be sure to open the treasure box in the northwest of the Pass of Paddra with a Moogle Throw (6004). This contains the Outdoor Watch, a key item required for the Innocence's Sacred Sphere side quest in Yaschas Massif (010 AF).

- The Kanna Kamuy is a rare monster who appears in a Distortion, much like the Tonberry in Bresha Ruins (300 AF). Unlike its knife-wielding peer, this is an opponent that you can realistically beat at low levels; the fight becomes perfectly manageable once Serah and Noel have in the region of 1,500 and 2,500 HP respectively. However, you will still need to switch to Delta Attack straightaway, with breaks for healing, as its signature Feeding Stoop ability will cause massive damage on a single party member. The Hypnocrown accessory that it has as a rare drop has a tiny 1% chance of finding its way into your post-battle Spoils, so don't try to hunt them specifically for that purpose.
- The key to beating the Green Chocobo is to Stagger it quickly, then take advantage of its susceptibility to Launch to keep it airborne at all times. If you cannot defeat this opponent before the first Stagger ends, it may use its Choco Cure ability to completely refill its HP gauge. You may find that the all-COM Cerberus Paradigm can help low-level parties ensure a single-Stagger finish once the Chain Bonus reaches approximately 600%.



PRIMER

WALKTHROUGH

COMPLETION TIMELINE

STRATEGY & ANALYSIS

THE HISTORIA

BRESHA RUINS (005 AF)

YASCHAS MASSIF

YASCHAS MASSIF

AUGUSTA TOWER

COLISEUM

SERENDIPITY (??? AF)

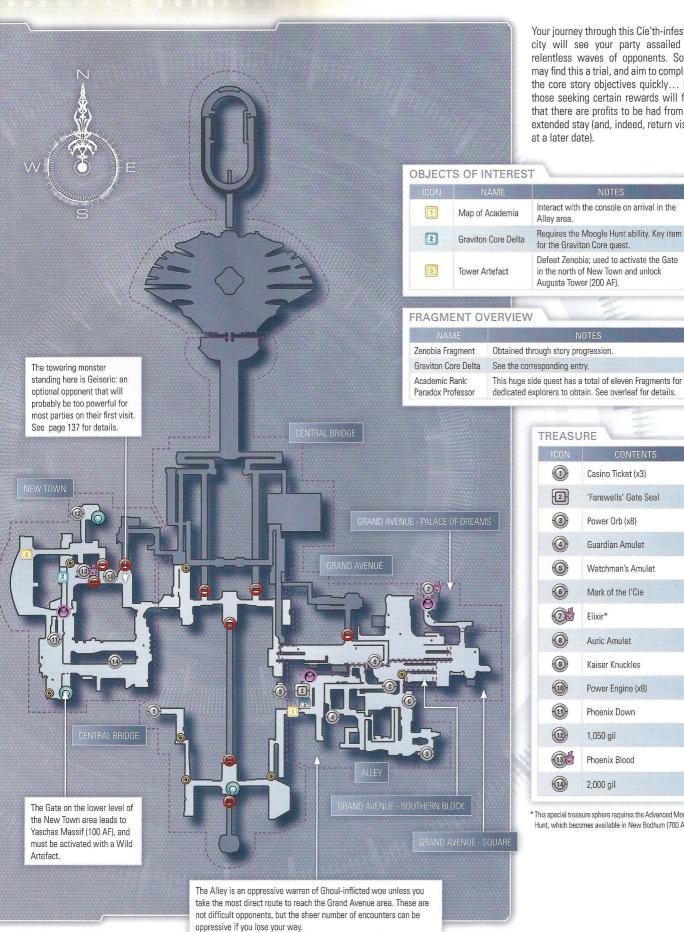
HE VILE PEAKS 010 AFI

OERBA (400 AF)

RESHA RUINS '00 AF)



ACADEMIA (400 AF)



Your journey through this Cie'th-infested city will see your party assailed by relentless waves of opponents. Some may find this a trial, and aim to complete the core story objectives quickly... but those seeking certain rewards will find that there are profits to be had from an extended stay (and, indeed, return visits at a later date).

Interact with the console on arrival in the

Requires the Moogle Hunt ability. Key item

Defeat Zenobia; used to activate the Gate in the north of New Town and unlock

for the Graviton Core quest.

Augusta Tower (200 AF).

TREASURE

Alley area.

ITILMOU	The Water and Commentation of the Comment
ICON	CONTENTS
1	Casino Ticket (x3)
2	'Farewells' Gate Seal
3	Power Orb (x8)
0	Guardian Amulet
(5)	Watchman's Amulet
©	Mark of the l'Cie
05	Elixir*
®	Auric Amulet
(9)	Kaiser Knuckles
1	Power Engine (x8)
1	Phoenix Down
1	1,050 gil
135	Phoenix Blood
1	2,000 gil

^{*} This special treasure sphere requires the Advanced Moogle Hunt, which becomes available in New Bodhum (700 AF).



		Table 1 Victor	and the second	
INDI	GEN	OUS	MONSTE	RS

	DROP (COMMON/RARE)	NOTES
Cocytus (untameable)	Tear of Remorse/ Tear of Woe	Has very high HP; only encountered in two battles prior to Zenobia. Use the Matador Paradigm to inflict Deprotect and Deshell for a faster battle.
Fencer (RAV – 5%)	Potent Engine/ Analog Circuit	Very low-level parties may require a Sentinel. You can encounter two as "fixed" opponents in front of security barriers in the Alley area, and a third in New Town.
Ghoul (untameable)	Tear of Remorse/ Potent Orb	An extremely weak enemy (with the lowest Crystogen Point rewards in the entire game but an interesting monster to farm – see "Points of Interest".
Geiseric (untameable)	Tear of Remorse/ Gold Bangle	A unique Cie'th in this area that will be too powerful for most parties on their first visit. See overleaf.
Koboldroid Yin (RAV – 25%)	Potent Chip/ Iron Shell	An unthreatening enemy; only encountered as a "fixed" opponent in front of security barriers in the Alley area.
Nelapsi (untameable)	Tear of Remorse/ Tear of Woe	Evade physical attacks. Deal with these first when they accompany Taxim.
Taxim (untameable)	Tear of Remorse/ Begrimed Claw	Their Wound attacks may trouble low-level parties, but they actually fall very quickly if you use Relentless Assault.

SUMMARY: STORY OBJECTIVES

- Travel to the Alley area, then defeat the security robots to create a path to reach the Grand Avenue.
- · Fight your way through the streets to reach New Town on the west side of the map, then reach the waypoint to trigger a sequence of battles culminating in a fight with Zenobia.
- Use the Tower Artefact to activate the Gate in the north of New Town, then travel to either Augusta Tower (200 AF) (if you have already collected the required Access Key 50 item) or Augusta Tower (300 AF) (if you have not).
- See page 50 for a full walkthrough.

POINTS OF INTEREST

- The 'Farewells' Gate Seal found in the treasure box close to Waterscape (300 AF) Gate at the Historia Crux.
- Relentless Assault-W will enable you to obtain much faster battle times in all encounters with Ghouls, Taxim, and Nelapsi.
- The Ghouls that appear in the north of the Central Bridge zone and Alley area have Potent Orbs as their rare drop, a Grade 3 Monster Material. As their spawn rate is phenomenally fast, and they are the only "random" opponents in these locales, this makes Academia the optimal place to grind for these extremely useful items. Since the base rare drop chance is only 5%, we strongly suggest that you have a monster with the Item Collector passive ability in your party - the Spiranthes (a common monster in the 010 AF, 01X AF and 110 AF versions of Yaschas Massif) will suffice. Note that all Ghouls are replaced by Taxim and Nelapsi once you reach the New Town area. If you would like to return to pick up more Potent Orbs at a later date, you will need to close the Academia 400 AF Gate at the Historia Crux.
- There are three Fencers in Academia (400 AF), and they only appear in fixed positions - two in the Alley, and one in New Town. This monster is a useful Ravager, but has a tiny 5% base capture rate. We suggest that you wait until you have the Monster Collector Fragment Skill before you attempt to capture one, then close the Gate to confront the pair in the Alley area until you obtain the desired result.
- The treasure spheres in the Alley and New Town areas contain nothing of pivotal importance, so we suggest that you leave those not directly in your path until a later date: a story development will make them much easier to collect.
- You can negotiate ramps that are moving in the "wrong" direction by jumping repeatedly if there is no control panel nearby.

- Chocolina in the Alley area can be used to close the Sunleth
- - - - A DYING WORLD

BRESHA RUINS (300 AF)

YASCHAS MASSII

THE VILE PEAKS (200 AF)

ACADEMIC RANK: PARADOX PROFESSOR

Speak to Miss Horizon (01) in the Alley area close to Chocolina to begin the huge Academic Rank: Paradox Professor side quest. This challenges you to fully explore ten different maps, which in many instances entails visiting at least two different Historia Crux locations. This quest cannot be completed until the final episode of the main storyline.



 You can check your progress for each map without visiting the location itself. Open the Inventory menu, then select Key Items. When you highlight each map, the current exploration percentage is displayed at the top of the

screen.

 Obtaining the final Academic Rank: Paradox Professor Fragment unlocks the Battlemania Fragment Skill in Serendipity, which increases the spawn rate for certain rare and powerful monsters – see page 125 for details.



PARADOX PROFESSOR: FRAGMENTS & TIPS

FRAGMENT/AREA	CP BONUS	NOTES
Travel Guide: Sunleth Waterscape	200	You can achieve 100% exploration here after defeating the Mutantomato enemy in 300 AF.
Travel Guide: Yaschas Massif	200	Yaschas Massif can be completely charted by visiting the 100 AF and 110 AF versions, which lack the barriers present at earlier points in time.
Travel Guide: Archylte Steppe	200	You can fully explore this map (including the initially inaccessible Clearwater Marshes) after you discover and activate five special Waystones. See page 105 for details.
Travel Guide: Augusta Tower	400	This requires that you fully explore the 200 AF and 300 AF versions of Augusta Tower (see page 144 and 100 for maps and further advice). 100% completion is possible once you finish all main story activities in Augusta Tower (200 AF) and obtain Access Key 13.
Travel Guide: Oerba	200	Unlock and visit the 400 AF version to gain access to the full extent of the Ashensand; all other portions of the map can be visited in any time frame.
Travel Guide: Vile Peaks	500	Full map exploration is only possible in the 10 AF destination; 200 AF has a truncated map.
Travel Guide: New Bodhum	100	Though you can achieve 100% exploration in the 003 AF map on your first visit during the main story, you also need to fully explore New Bodhum (700 AF) — unlocked towards the end of the storyline — to obtain this Fragment. If your exploration percentage is stuck in the high 90s, check the front porch of the N0RA House and the Town Square pier — there are small areas that are easy to miss.
Travel Guide: A Dying World	600	You can reach every position on this map once you return here via the Historia Crux after your mandatory main storyline visit.
Travel Guide: Bresha Ruins	150	To gain full exploration on this map, you must fully explore the southwest tunnels exclusive to 005 AF, the small area to the north (close to Lamentable Rest) with a Gate only available in 300 AF and, finally, a small area in the southeast of Echoes of the Past that is only accessible in 100 AF. If you are still not quite at 100%, check the raised walkway in the Excavation Site area in 005 AF, and the dead end just inside the first entrance to the western tunnel.
Travel Guide: Academia	400	You must achieve a 100% exploration rating for the 4XX AF and 500 AF versions of Academia to obtain this Fragment. See page 188 for assistance with the latter area.
Academic Rank: Paradox Professor	1,500	Awarded once you deliver completed data for all 10 maps.

FRAGMENT: GRAVITON CORE DELTA

Once you have defeated Zenobia, this Fragment can be found at the bottom of the ramp just north of Chocolina in New Town. Jump repeatedly to make your way down to the doorway, then tap ①/ 1 briefly to teleport Mog into position for the necessary Moogle Hunt (see page 57). As with all Graviton Cores, you will obtain a 500 CP bonus for collecting it.



GEISERIC

This giant Cie'th is located in a dead end on the east side of New Town (6) 02), which you will pass shortly after reaching the area once you cross the Central Bridge. You can conceivably beat this powerful subboss once Serah and Noel reach 1,500 HP and 2,500 HP, though this will be a tough fight that necessitates defensive Paradigms (Matador being particularly effective), and may last up to ten minutes. It's better to wait until your party is more powerful, then return for an encounter defined by its relative brevity. At the end of the battle, you will be rewarded with 1,000 Crystogen Points and 5,000 gil. Geiseric has the Gold Bangle accessory as its rare drop, but its paltry 5% base drop rate (and the effort involved in fighting this opponent repeatedly) means that waiting until you obtain the Battlemania Fragment Skill and hunting the Deathgaze monster in Yaschas Massif (100 AF) is a better way of obtaining them.



Strategy Overview:

- · Here we recommend a very specific Paradigm Pack. Shaguma is a good Early Peaker with the important (and rare) Mind Piercer ability. Cloudburst will be needed for the extremely useful Friendly Fire Feral Link, so make sure it is fully charged before heading into battle. Bunkerbeast should be developed to Level 20 to have sufficient HP to survive Geiseric's attacks.
- Serah and Noel should both have at least 2,500 HP and be equipped with Black Belts. While casting Protect on the party may help, it is better to finish this fight before Geiseric's Fist appears: speed is of the essence.
- Control Serah and start off in Devastation to inflict Deshell. Paradigm Shift to Cerberus and spend one turn casting Ruin. Quickly shift to Tortoise and queue a Steelguard in anticipation of Percussive Blow.
- After healing in Discretion, return to Cerberus and continue to cast Ruin. At this point, it will help to queue a full turn of Ruins manually. When Geiseric acts again, you can shift directly to Discretion, as this second attack is less damaging. Heal up and prepare to go on the offensive.
- Shift to Tri-disaster and Stagger him. Use Ultima Arrow; once the animation starts, invoke Friendly Fire as well. When you regain control, switch to Cerberus and repeat your manual Ruin queue, leaving the Launching to Noel. Now use whatever means necessary (partial queues, ATB Refresh) to keep Geiseric in the air for as long as possible. It should go down within about four turns, depending on your stats.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Devastation	SAB	COM	Shaguma	Use your first turn to inflict Deshell on Geiseric.
Cerberus	COM	COM	Shaguma	You will need to increase Chain Duration in order to maximize your Stagger time. After Staggering, use partial queues
Cerberus	COM	COM	Shaguma	and the ATB Refresh technique to keep Geiseric airborne for as long as possible, as it can only be Launched once.
Tortoise	SEN	SEN	Bunkerbeast	Negate the effects of Percussive Blow with this Paradigm.
Discretion	MED	MED	Shaguma	Follow up each of Geiseric's attacks with healing while Shaguma maintains the Chain Gauge.
Tri-disaster	RAV	RAV	Cloudburst	After Geiseric's second attack, Stagger and then immediately use Ultima Arrow, followed by Friendly Fire.

OERBA (200 AF) YASCHAS MASSIF (01X AFI AUGUSTA TOWER (300 AP) BRESHA RUINS (300 AF) YASCHAS MASSIF (110 AF) YASCHAS MASSIF (100 AF) ACADEMIA (4XX AF) THE VILE PEAKS (010 AF) OERBA (300 AF)

YASCHAS MASSIF (100 AF)

With seven Fragments that can be collected in a lucrative and fairly undemanding visit, this optional destination can offer the perfect change of pace after your journey through Academia (400 AF). It is also the home of the Bunkerbeast: a formidable monster Sentinel.



OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Bulb of Hope	Key item for the Siegrune's Spiritbloom side quest; can be collected beforehand.
2	Sealed Tablet	Key item for the Rossweisse Skyblossom side quest; can be collected beforehand.
3	Comm Device	Key item for the Schwertleite's Flower side quest; can be collected beforehand.
4	Picture Frame	Key item for the Helmwige's Nightshade side quest.
5	Graviton Core Epsilon	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.
6	Wild Artefact	Awarded automatically when you complete the Book of Shambala Temporal Rift.
7	Thorne's Information	Obtained by speaking to Uma at the command center after starting the Adamantite Ring side quest in Bresha Ruins (100 AF).

DEATHGAZE

This rare monster appears in a Distortion, and is usually encountered only after you have completed all side quest objectives in the area. As with Kanna Kamuy, you can actually defeat it with a fairly weak party. As Deathgaze is susceptible to status ailments, it's actually one of the easiest of the rare monsters to beat.

Once you acquire the Battlemania Fragment Skill (which increases the spawn rate of more challenging "generic" monsters such as Deathgaze and Tonberry), you can farm this enemy type to acquire its rare drop, the hard-to-find Gold Bangle.

PRIMED

COMPLETION TIMELINE

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STRATEGY &

INVENTORY

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THE HISTOR

USAGE MOTES

MAP LEGEND

003 AFI

005 AF)

(010 AF)

OERBA (200 AF)

YASGHAS MASSIF 101X AF)

AUGUSTA TOWER (300 AF)

OLISPIIA

THE ARCHYLTE

SERENDIPITY

BRESHA RUINS (300 AF)

YASCHAS MASSIF (110 AF)

CADEMIA

400 AF)

ASCHAS MASSIF

SUNLETH

ALIGHSTA YOMER

ACADEMIA

THE VILE PEAKS

THE VILE PEAKS

0ERBA (300 AF)

HE VOID

7C1010 (11174)

A DYING WORLD 700 AFI

NEW BOOHUM (700 AF)

BRESHA RUINS (100 AF)

ACADEMIA

ALHALL

INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES
Ahriman (SAB – 10%)	Potent Sliver/ Vitality Droplet	A standard pint-sized Spook with slightly more powerful spells than its kin in areas visited before this point.
Bunkerbeast (SEN – 30%/50%)	Vitality Sliver/ Vitality Orb	Aim for a quick Stagger to remove its extremely high resistance to damage. Low-level parties should begin with Delta Attack, then switch to Relentless Assault once the Stagger begins: this monster can be Launched.
Clematis (SAB – 10%)	Mana Sliver/ Rhodochrosite	Can inflict status ailments with its Serial Killer attack.
Crawler (COM – 10%)	Potent Sliver/ Power Sliver	These may be a problem for low-leve parties: they tend to focus their attacks on a single target when encountered in large groups.
Deathgaze (SAB – 10%)	Power Sliver/ Gold Bangle	Rare monster; see "Deathgaze" for more information.
Green Chocobo (MED – 15%)	Chocobo Plume/ Vitality Orb	Not particularly common, though they are fairly easy to defeat when you meet them. See "Points of Interest" on page 133 for notes on this opponent.
Pitterpatter (SAB – 10%)	Power Sliver/ Power Orb	Can inflict debuffs and has relatively high HP, but of no real danger.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Matador Matador	SAB	RAV	SEN	With Serah's Saboteur role adequately developed, you should have little trouble inflicting Deprotect Deshell, Poison and Imperil. Use the ATB Refresh trick to speed things up.
Mystic Tower	RAV	RAV	SEN	Use this Paradigm to engineer a quick Stagger if your party isn't strong enough to survive Deathgaze's attacks without a Sentinel present.
Cerberus	COM	COM	COM	As with Kanna Kamuy, you can go on the offensive once you build up a sufficiently high Chain Bonus after a Stagger.

FRAGMENT: HELMWIGE'S NIGHTSHADE

Completing this side quest unlocks three others in the region, so be sure to start it straightaway. Interact with the Ruby of Grief in the center of the main Paddraean Archaeopolis area to begin. Travel to the dead end in the east of the Pass of Paddra, perform a Moogle Hunt to reveal the treasure box (01), then open it to collect the Picture Frame. Return to the Paddraean Archaeopolis and claim your reward: the Helmwige's Nightshade Fragment and 500 CP. You can collect key items required for the side quests that follow as you travel to the Pass of Paddra to begin the Siegrune's Spiritbloom side quest.



Requirements: Complete Helmwige's Nightshade.

Interact with the Ruby of Grief in the northeast of the Pass of Paddra, close to a Chocobo (@ 02). Deliver the Bulb of Hope item (found in the "out of phase" treasure box in the command center in the Paddraean Archaeopolis) to obtain the Siegrune's Spiritbloom Fragment and 500 CP.

FRAGMENT:

SIEGRUNE'S SPIRITBLOOM



FRAGMENT: SCHWERTLEITE'S FLOWER

Requirements: Complete Helmwige's Nightshade.

This Ruby of Grief is found in the southeast of the Pass of Paddra, just north from the Gate. Deliver the Comm Device - found in an "out of phase" treasure box above rubble just south of Chocolina in the northeast of the Pass of Paddra (© 03) - to obtain the Schwertleite's Flower Fragment and 300 CP.



FRAGMENT: BOOK OF VALHALLA

A Temporal Rift blocks your path to the gate in the south of the Pass of Paddra. Though it is available from the point when you first arrive, we suggest that you enter it and solve the Hands of Time puzzles (see page 247) once you complete the nearby Schwertleite's Flower side quest to minimize travel time. After you resolve the Anomaly, you will obtain the Book of Valhalla Fragment and 500 CP.

FRAGMENT: GRAVITON CORE EPSILON

This Fragment can be found in the northwest of the Pass of Paddra. Perform a Moogle Hunt to reveal it; there is a 500 CP bonus when you pick it up.



FRAGMENT: ROSSWEISSE SKYBLOSSOM

Requirements: Complete Helmwige's Nightshade, Siegrune's Spiritbloom and Schwertleite's Flower.

Interact with the Ruby of Grief in the northwest of the Pass of Paddra, then deliver the Sealed Tablet item; this can be found in the treasure box beneath the ramps that lead up to the giant head in the Paddraean Archaeopolis (© 04). Return it to the orb to obtain the Rossweisse Skyblossom Fragment and 500 CP. Completing this quest leads to the appearance of a waypoint in the Archaeopolis, where a Temporal Rift awaits.



UZ

FRAGMENT: BOOK OF SHAMBALA

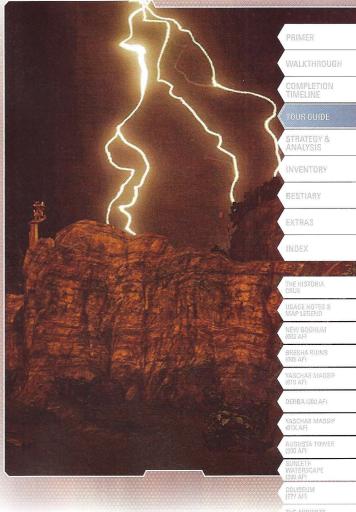
Requirements: Complete Rossweisse Skyblossom.

Enter the Temporal Rift at the waypoint marker to solve the Hands of Time puzzles (© 05). Once completed, you will obtain the Book of Shambala Fragment, 500 CP and a Wild Artefact. If you previously collected the Book of Valhalla Fragment, this will unlock a new side quest in Yaschas Massif (110 AF).



05





POINTS OF INTEREST

- Though you can complete all local objectives in Yaschas Massif (100 AF) during your first visit, you will need to return here for the Adamantite Ring side quest that begins in Bresha Ruins (100 AF). Speak to Uma in front of the operations center (where Hope and Alyssa were found almost a century ago) to obtain the Thorne's Information key item.
- The Bunkerbeast can be a superb Sentinel once captured (© 06). Rather unusually, your chances of acquiring this monster (and its two loot drops) are increased if you defeat it while it is Staggered. It requires Grade 2 Monster Materials for its first level, and will grow to a respectable 4,200 HP by the end of its second Crystarium tier. Though it's a little resource-hungry in its third tier, it can eventually grow to have a maximum HP in excess of 11,000 quite a phenomenal total. However, it's worth noting that another noteworthy monster SEN (the Silver Chocobo) is made available once you reach Academia (4XX AF) in the not-too-distant future. If you are loath to grind for resources and wish to pick a single SEN to invest in, see page 220 for further advice.
- The larger groups of Crawlers drop notable sums of Potent Slivers.
- Be sure to open the treasure box on the west side of the Pass of Paddra to obtain the Blessed Blade — a weapon for Noel. This offers a passive ability that provides a significant 35% boost to his Magic stat — though at the expense of the traditional Magic and Strength increases.

THE ARCHYLTE STEPPE (77? AF)

BRESHA RUINS (300 AF)

YASCHAS MASSIP (110 AFI

ADADESH 6

ACABEMIA MIN ARI

YASCHAS MASSIF

SUNLETH VATERSCAPI 400 AF)

AUGUSTA TOWER (200 AF)

(4XX AF)

THE VILE PEAKS (200 AF)

THE VILE PEAKS (010 AF)

DERBA (300 AF)

DERBA (400 AF)

HE VUID (277 AF)

A DYING WORLD

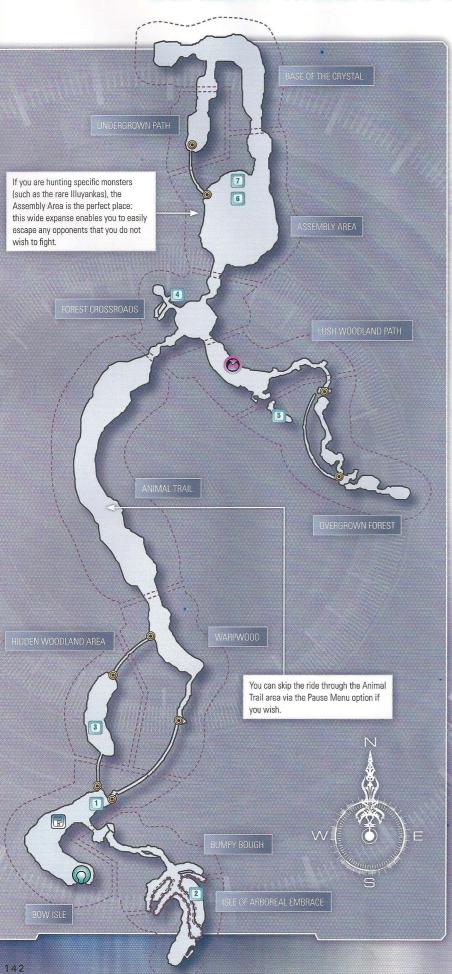
NEW BOOHUM (700 AF)

BRESHA RUINS

ACADEMIA

ALHALLA

SUNLETH WATERSCAPE (400 AF)



If you were exactingly thorough during your visit to Sunleth Waterscape (300 AF), you may be disappointed to find no new treasure spheres or boxes to open in 400 AF. The good news is that this area offers seven easy-to-find Fragments in quick succession.

OBJECTS OF INTEREST

	NAME	NOTES
	Lapis Lazuli	
2	Cosmo Aura	These are all part of the Monster Finder side quest.
3	Heliodor Ore	
4	Carnelian	
5	Celestine Fragment	
6	Miniflan Fragment	Obtained in the Assembly Area.
7	Graviton Core Eta	Requires the Moogle Hunt ability. Key item for the Graviton Core quest

FRAGMENT OVERVIEW

NAME	UNLOCK CONDITION	
Lapis Lazuli		
Cosmo Aura		
Heliodor Ore	Obtained during the Monster Finder side quest.	
Carnelian	Tilluer side quest.	
Celestine Fragment		
Miniflan Fragment	Complete the Monster Finder side quest, then defeat the unruly Miniflan.	
Graviton Core Eta	Found in the Assembly Area.	



NAME	DROP (COMMON/RARE)	NOTES
Fachan (SYN – 25%)	Mana Sliver/Scaled Wing	Appears with Unsaganashi; use Relentless Assault-W for short battle times.
Flandit (SEN – 10%)	Potent Sliver/Power Sliver	Flandits fall quickly and are a reliable source of Potent Slivers.
Illuyankas (SAB – 10%)	Cobaltite/Martyr's Emblem	This rare monster is dangerous for weaker parties, who should employ Delta Attack and Matador — Illuyankas is susceptible to Provoke and a handful of status ailments. Stronger groups can bludgeon their way through the encounter with Smart Bomb and Relentless Assault.
Miniflan (COM – 33%)	Potent Droplet/Vitality Sliver	This (elsewhere generic) opponent only appears in the Miniflan Fragment side quest; his colorful friends share the same general attributes, but cannot be tamed.
Seeping Brie (COM – 10%)	Vitality Sliver/Potent Orb	They pack a punch that low-level parties will feel, but are easily Staggered and Launched. A good source of Vitality Slivers: they have a 20% base chance to drop three per kill.
Unsaganashi (SAB – 25%)	Mana Sliver/Scaled Wing	Appears with Fachan; use Relentless Assault-W for short battle times.

SIDE QUEST: MONSTER FINDER

On arrival in the Bow Isle area, approach the colorful Flan to the north to begin this unusual side quest. You must use the Moogle Hunt ability to find five Miniflan that have been phased out of time. Each successful discovery leads to the award of a Fragment and 800 CP. Once you have found all five, the Miniflan Fragment side quest will begin.

- · Lapis Lazuli Fragment: The first Flan is in the north of Bow Isle, a stone's throw from where the quest begins.
- Cosmo Aura Fragment: This Flan can be found in the Isle of Arboreal Embrace in the southeast of the map.
- Heliodor Ore Fragment: You can locate this gelatinous juvenile in the Hidden Woodland Area.
- Carnelian Fragment: In the Forest Crossroads area, scan the bluetinged branches in the northwest.

• Celestine Fragment: In the Overgrown Forest area, head to the branches in the dead end just southeast of Chocolina to find the final Flan.

FRAGMENT: MINIFLAN FRAGMENT

After you collect all five Fragments in the Monster Finder side quest, travel to the waypoint that appears in the Assembly Area to fight a group of colorful Miniflan. Note that the blue, yellow, pink and black varieties cannot be tamed, and do not drop items: they are unique to this battle.

Even with a low-level party, this confrontation is a formality and will end in a flash. You will obtain a collection of Essences in the Spoils (a Grade 4 Monster Material), the Miniflan Fragment, 2,500 CP and the 'Thunderstruck' Gate Seal (which enables you to lock the Gate for this location).

FRAGMENT: GRAVITON CORE ETA

After picking up the Miniflan Fragment, return to the Assembly Area and perform a Moogle Hunt on the raised mound (). You can then collect Graviton Core Eta and 500 CP.



PRIMER

WALKTHROUGH

COMPLETION TIMELINE

STRATEGY &

THE HISTORIA

BRESHA RUINS (005 AF)

COLISEUM (7?? AF)

THE VILE PEAKS (200 AF)

THE VILE PEAKS (010 AF)

0ER8A (300 AF)

OERBA (400 AF)

AUGUSTA TOWER (200 AF)

With a more varied and demanding selection of opponents to face as you solve its puzzles, the upper reaches of Augusta Tower present a more stern test of your party's progress in 200 AF than its lower floors in 300 AF. Once again, our annotated maps offer an easy-to-follow route to reach all collectibles and 100% exploration.



- This panel is the gateway to the upper floors of Augusta Tower (200 AF), and will remain resolutely uncooperative until you collect Access Key 50 from 300 AF; see page 100 for details.
- II. This panel creates a bridge to the inner walkways.
- III. Rotate this room once to gain entrance; the computers inside are the source of three sequential side quests.

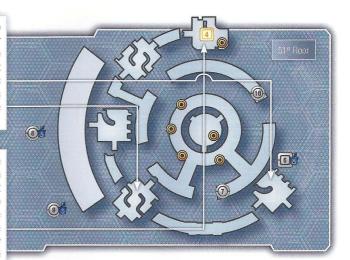


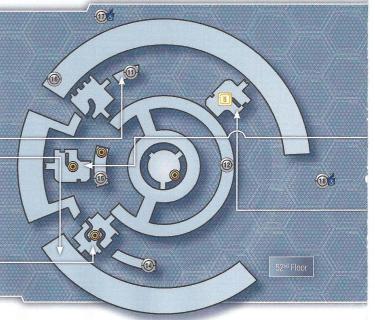
TREASURE

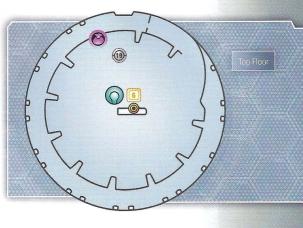
ICON		CON	TENTS

- Remedy (x2)
- (2) 1,500 gil
- 1,300 gii
- Train Conductor Beret
- Twist Headband
- (5) Librascope
- 'Silence' Gate Seal
- Bloodguard
- Phoenix Down
- 9 Sniper's Eye
- Platinum Casino Ticket
- 1,450 gil
- Vitality Orb (x8)
- Platinum Casino Ticket
- Magistral Crest
- Mana Engine (x8)
- Vitality Engine (x8)
- 2,000 gil
- Phoenix Blood
- Potion (x3)
- 1 otion (xe)
- Gold Casino Ticket

- IV. Rotate these rooms once to create a path to the outer walkway on the west of the map. You can then explore that area and pick up collectibles before returning to the panels in the center area to rotate the west room three times.
- V. You have to interact with the computer in this room to obtain Access Key 52 during your first visit. Before you head back to the elevator, though, use the panel to rotate the room three times to access the walkway to the south. Once you have charted the area (and opened the treasure sphere), return to the room and rotate it once.
- VI. On first arrival on this floor, with the rooms in the default positions, explore the areas (and pick up collectibles) highlighted here before you interact with any panels.
- VII. Rotate this room once. Don't forget to walk onto the small platform to the east and open the treasure sphere there before you continue.

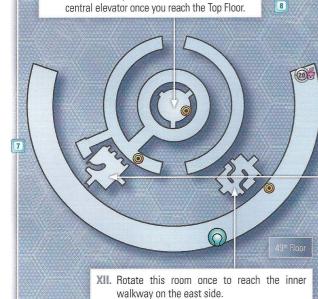






X. The 49th Floor (and, indeed, all floors between

49 and the Top Floor) can be accessed via the



- VIII. Rotate this room twice to reach the small walkway to the east, then use the panel there to rotate the room to the north twice. Head back into the room you were in previously and use the panel inside twice to return to the outer walkway.
- Examine the computer in this room to obtain the Top Floor Access Key. To return to the central elevator, return to the first room you rotated on this floor and rotate it once.

FRAGMENT OVERVIEW

NAME	NOTES
Idea Circuit	See entry; can be obtained on arrival on the 50th Floor.
Proto fal'Cie Adam	Complete all main story objectives in the area.
Enigma Codex	See entries; can be obtained once you complete
Difference Engine	story objectives and gain access to the 49th Floor.

OBJECTS OF INTEREST

ICON	NAME	NOTES
	Map of Augusta Tower	Obtained automatically after you interact with the computers in the second room. Reveals the full map for all floor areas in the 200 AF and 300 AF versions of Augusta Tower.
2	Wild Artefact	Found on the western inner walkway on the 50th Floor.
3	Paradox Agent Type A	Found in a treasure box in the room where Chocolina has set up shop on the 50th Floor.
	Access Key 52	Found on the 51st Floor. Used to activate the central elevator.
[5]	Top Floor Access Key	Found on the 52nd Floor; used to activate the central elevator.
0	Artefact of Rebirth	Obtained during core story events; used to activate the Gate and unlock Academia (4XX AF).
7	Paradox Agent Type B	Found in a treasure box on the west side of the 49th Floor: see Enigma Codex for details.
8	Paradox Agent Type C	Found on the 49th Floor: see Difference Engine for details.

XI. Rotate this room once to create a path to the outer walkway.

INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES
Dragoon (COM – 10%)	Potent Chip/ Analog Circuit	Only appears on the 52 nd Floor. This opponent falls quickly under a concerted assault, but can inflict high levels of damage to low-level parties. Make it a priority.
Flanitor (MED – 15%)	Potent Engine/ Transparent Ooze	Its propensity for healing allies can be annoying. Second in order of priority after the dangerous Dragoon.
Greater Behemoth (RAV – 3%)	Potent Orb/ Monstrous Fang	Appears once in a mandatory battle during the ride to the Top Floor; can spawn in all areas once you acquire the Artefact of Rebirth, but is most common on the 49th Floor.
Luminous Puma (SYN – 20%)	Potent Sliver/ Iron Shell	An inconsequential opponent – you'll rarely notice their presence.
Orion (COM – 10%)	Potent Chip/ Analog Circuit	More resilient than other opponents in this area, the Orion effectively acts as a tank. Leave it until last in each encounter.
Thermadon (COM – 7%)	-/-	Most common on the 49th Floor. Its Photon Burst attack is powerful, but the creature falls quickly once Staggered.
Vespid Soldier (COM – 15%)	Mana Engine/ Abominable Wing	See "Points of Interest".
Zwerg Metrodroid (RAV – 20%)	Vitality Engine/ Iron Shell	These are naught but colorful cannon fodder.

PRIMER

COMPLETION

OUR GUID

STRATEGY 8

INIT/ENTON

BESTIARY

EXTRAS

INDEX

ALROTORIA

AUX

USAGE NOTES & MAP LEGEND

NEW BODHUM

RESHA BUINS

MODUAGRAGOE

OERSA (200 AF)

ASCHAS MASSIF

LUGUSTA TOWER

SUNLETH

COLLEGIMA

THE ARCHYLTE

SERENDIPITY

BRESHA RUINS

YASCHAS MASSIF (110 AF)

ACADEMIA

400 AF)

'ASCHAS MASSIF 100 AF) JUNLETH

100 AF)

AUGUSTA TOWER (200 AF)

(4XX AF)

THE VILE PEAKS (200 AF) THE VILE PEAKS (010 AF)

OERBA (300 AF)

DERBA (400 AF)

THE VOID

A DYING WORLD

NEW BODHUN (700 AF)

BRESHA RUIN: (100 AF)

ACADEMIA (500 AP)

SUMMARY: STORY OBJECTIVES

- Use Access Key 50, obtained in Augusta Tower (300 AF) to reach the central elevator.
- Obtain Access Key 51, Access Key 52 and the Top Floor Access Key in turn to reach the upper level of the tower.
- Defeat Proto fal'Cie Adam, then use the Artefact of Rebirth to activate the Gate and visit Academia (4XX AF).
- See page 54 for further advice on story objectives.

FRAGMENT: IDEA CIRCUIT



After speaking with Alyssa for the first time on the 50th Floor, head into the room in the southeast where Chocolina is located and open the well-hidden treasure box with a Moogle Throw to obtain Paradox Agent Type A (© 01). Now travel to the room in the northwest and interact with the computer terminal. This starts the Idea Circuit side quest. You can complete this immediately by interacting a second time to deliver Paradox Agent Type A, which leads to a reward of the Idea Circuit Fragment and 400 CP.

Interact with another computer in the room to begin the Enigma Codex side quest. You cannot complete this until you pick up the Artefact of Rebirth after finishing all story objectives in the area.

FRAGMENT: ENIGMA CODEX



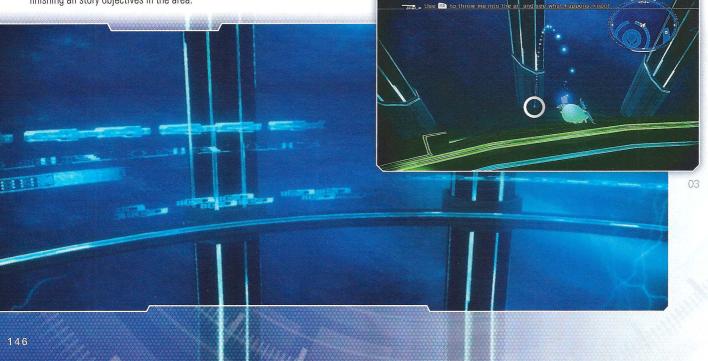
Requirements: Complete the Idea Circuit side quest; gain access to the 49^{th} Floor on completion of core story tasks in this era.

Collect Paradox Agent Type B (© 02) from the treasure box floating in the air beyond the west walkway on the 49th Floor (and, to cut down travel time, pick up Paradox Agent Type C from the same floor level — see Difference Engine) — then return it to the computer on the 50th Floor to obtain the Enigma Codex Fragment and 400 CP.

FRAGMENT: DIFFERENCE ENGINE

Requirements: Complete the Enigma Codex side quest.

This may well be the most devilishly well-hidden object in Final Fantasy XIII-2. Once you complete all story objectives and gain access to the 49th Floor, head to the walkway pictured here and perform a Moogle Throw to open the treasure box far below (© 03). Once you have Paradox Agent Type C, return it to the computer terminal on the 50th Floor to obtain the Difference Engine Fragment, 400 CP and Access Key 13. The latter item enables you to reach the 13th Floor in Augusta Tower (300 AF) and achieve full 100% exploration for the Augusta Tower area.





PARADOX ENDING: TEST SUBJECTS

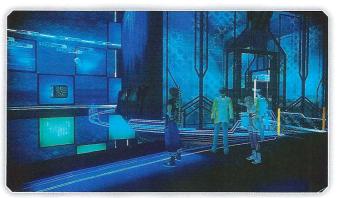
Requirements: Complete the main storyline.

Activate the Paradox Scope, close the Augusta Tower (200 AF) Gate at the Historia Crux, then make your way to the Top Floor to fight Proto fal'Cie Adam (see page 55). This "ultimate" version of the fal'Cie has much higher stats (including 551,200 HP), though this shouldn't be too much of a problem for a well-developed party. As before, the key to winning the fight is to destroy the Manipulators quickly. On completion of the encounter, a new destination appears on the Historia Crux. Select it to view the Paradox Ending cinematic; once it ends, you will obtain the Transcript: Test Subjects Fragment and 10,000 CP.

POINTS OF INTEREST

- The 'Silence' Gate Seal can be found in a treasure box floating in the air beside the southeast room on the 51st Floor (150 04), and is used to lock the gate in Augusta Tower (300 AF).
- The 52nd Floor is home to a more challenging range of opponents: you'll regularly encounter two Orions at once, or multiple Dragoons. Consider this an acid test of your party's suitability for further main story progress. If you struggle here, we would suggest that backtracking to earlier areas to collect Fragments might be an extremely wise move.
- In the second mandatory confrontation during your first playthrough (and, indeed, repeat battles without the Paradox Scope enabled), Proto fal'Cie Adam and his Left Manipulator and Right Manipulator all have a 50% chance of dropping a Gold Nugget. This valuable component has no practical application (there are no weapon upgrades that require it), so you can sell it for a healthy profit. Be sure to activate the Haggler Fragment Skill beforehand!

- The Dragoon and Orion monsters are both excellent (and remarkably cheap) Early Peaker Commandos once captured, so it's worth taking the time to acquire both before you move on. They are also noteworthy for having the Analog Circuit component as their rare drop. The only other opponent to yield this item is the Fencer and you can only fight a maximum of three of those in each Academia (400 AF) playthrough.
- The Vespid Soldier is an unremarkable grunt, but its rare drop is your only source of the Abominable Wing component. These opponents are most common on the 51st Floor, but can be reasonably hard to find after you complete all story objectives. If you need to pick these components up, it's best to close the Gate to vastly increase their spawn rate.
- Though you can activate the Gate on the 49th Floor to unlock Oerba (300 AF) and, in turn, Oerba (400 AF) during the course of a comprehensive playthrough, we would suggest that you make both Vile Peaks destinations your priority. There are only eight Wild Artefacts (of a total ten) that you can collect prior to leaving Academia (4XX AF) for a lengthy break from full Historia Crux access, with a ninth available for 10,000 Casino Coins (100,000 gil!) in Serendipity. If you wait until later in the main storyline, a Fragment Skill will reduce the cost of this by 25%. The two Oerba destinations offer more Fragments, but fewer overall rewards. Completing all objectives for the two Vile Peaks locations, however, will also unlock the Monster Collector Fragment Skill, which increases the rate at which you acquire crystals. If you have collected all eight "free" Wild Artefacts and are plotting a methodical course to 100% completion, we advise that you visit Oerba (300 AF) only and leave 400 AF until later in the main storyline.



YASCHAS MASSIF (810 AF)

OERBA (200 AF)

YASCHAS MASSIF

AUGUSTA TOWER (300 AF)

(300 AF)

THE ARCHYLTE

SERENDIPITY

BRESHA RUINS

YASCHAS MASSIF

ACADEMIA

VASCHAS MASSIF

IOO AF) SUNLETH

AUGUSTA TOWER (200 AF)

ACADEMIA MXX AFI

THE VILE PEAKS

THE VILE PEAK

OERBA (300 AF)

OERBA (400 AF

THE VOID

& DVING WORLE

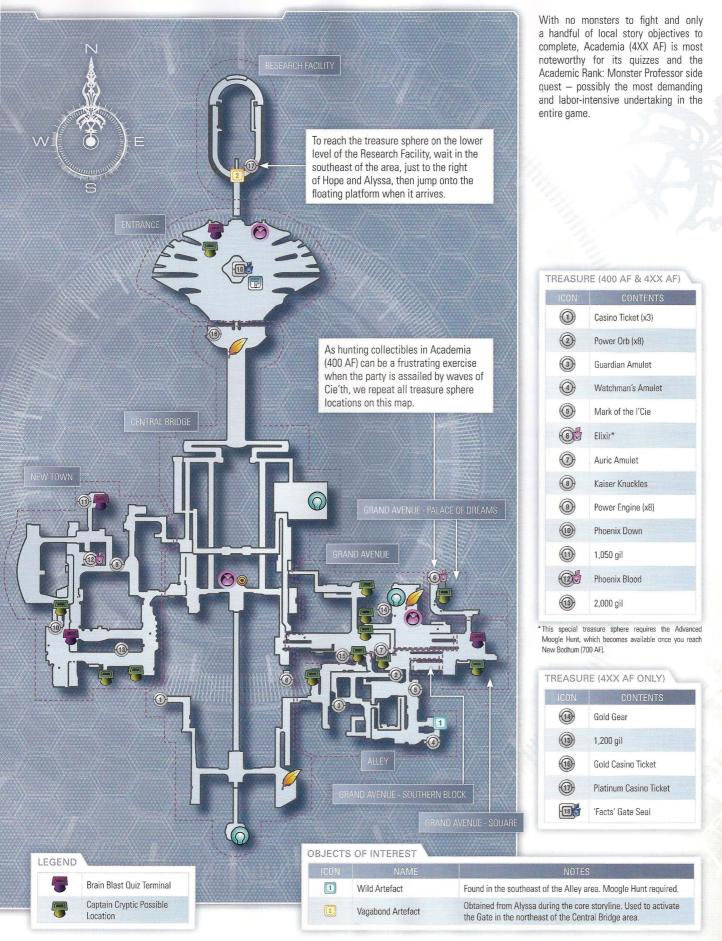
NEW BOOHUM

BRESHA RUINS

ACADEMIA

VALHALI

ACADEMIA (4XX AF)



FRAGMENT OVERVIEW You can collect nine Fragments in this category by Quiz Mastery completing the Brain Blast and Captain Cryptic's Confounding Quiz challenges - see overleaf One of the most demanding side quests in Final Academic Rank: Monster Fantasy XIII-2. See the corresponding entry for Professor

This Paradox Ending is only available once you

have completed the main storyline.

and the Fragment Energy Passive Ability. It's the latter attribute that makes this weapon noteworthy, as it gradually increases the overall effectiveness of the weapon as you accumulate Fragments. If you have collected 30% of the total 160, for example, this will boost the weapon's overall Strength and Magic stats by 30. However, you also get a bonus of +80 in both stats once you reach the full 160 Fragments. This means that, in terms of raw power, the Odin weapons have no rival at a late post-story stage. No matter which weapon you choose, you can pick up its partner from a Serendipity Casino Vendor for 1,000 Casino Coins at a later date

SUMMARY: STORY OBJECTIVES

- Speak to Hope and Alyssa to begin the core story task of obtaining five Graviton Cores from various Historia Crux locations.
- Deliver the Graviton Cores, then accept the Vagabond Artefact from Alyssa and use it to activate the Gate in the Central Bridge area.
- See page 56 for a complete walkthrough.

Transcript: The Future Is

CHAOS CRYSTAL WEAPONS

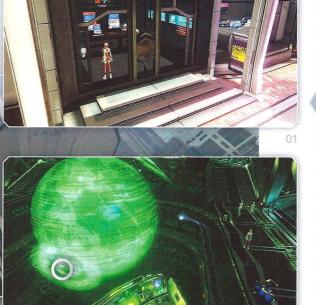
When you attempt to deliver the fourth Graviton Core to Alyssa, a cutscene will take place where Hope explains that he can create a special weapon once you obtain a Chaos Crystal. The Chaos Crystal is a Fragment available for purchase from the Casino Vendors in Serendipity, but it costs a massive 10,000 Casino Coins - which, Casino Tickets notwithstanding, works out at 100,000 gil. However, you can reduce this sum to 7,500 Casino Coins (75,000 gil) if you wait until you obtain the Bargain Hunter Fragment Skill later in the main storyline. You can also generate the necessary funds by entering the Chocobo Races: see page 119.

After you deliver the Chaos Crystal, visit the front desk in the Entrance area and speak with the receptionist. You are given the opportunity to obtain one weapon only: the Odinbolt for Serah, or the Odinblade for Noel. Both weapons have the same base stats: +40 Strength, +40 Magic,

POINTS OF INTEREST

- If you are aiming for 100% exploration in this area, note that the Grand Avenue zone (and the small adjoining zones, such as the Grand Avenue Palace of Dreams) have interior areas and small nooks that are easily missed (© 01).
- If you have the Mog's Manifestation Fragment Skill active, you can collect the ultra-rare Silver Chocobo crystal by throwing Mog at the "projector" platform beneath the holographic representation of Cocoon in the Research Lab area (6002). This may take a few attempts, but the prize is worthwhile: the Silver Chocobo is a noteworthy Sentinel, and a fantastic choice for races in Serendipity once leveled with Monster Materials.
- It is possible to obtain 122 Fragments before you activate the Central Bridge gate and step into the Void Beyond and begin the lengthy main storyline section that follows. However, a more realistic objective for a 100% completion playthrough would be 116, leaving the substantial gil outlay on the Serendipity Fragments and the difficult Long Gui and Yomi bosses on the Archylte Steppe until much later. A respectable power gamer "par" haul of 100 to 110 Fragments will see Serah and Noel have HP in the region of 3,300 HP and 4,500 HP respectively.







ACADEMIC RANK: MONSTER PROFESSOR



Speak to Dr. M in the Entrance area to begin the Academic Rank: Monster Professor side quest (© O3), which challenges you to defeat at least once every single potential opponent in FFXIII-2. This is quite a colossal undertaking, and one that you cannot hope to complete until you have finished the main storyline.

- Our Bestiary chapter contains full information for every last adversary, including alternative versions of bosses available in Paradox Endings. When you are ready to tackle this side quest, cross-reference your in-game Bestiary with our monster datasheets to find individual opponents that you are missing. You can then consult the Tour Guide chapter for hunting tips and battle strategies where necessary.
- There are two Fragment Skills that are practically mandatory for anyone attempting to complete this side quest. The first (and most immediately useful) is Battlemania, which can be obtained once you unlock Academia (500 AF) and complete the Academic Rank: Paradox Professor side quest (see page 136). Once active, this greatly increases the spawn rate for monsters that appear in Distortions. Encounter Master (available once you collect all Fragments for Yaschas Massif and unlock Academia (500 AF) enables you to increase and, should you wish, reduce the manifestation rate of all monsters.

- Though Battlemania makes it easy to find rare monsters that appear in Distortions, this doesn't solve the problem of finding opponents that simply have a very low spawn rate such as the Purple Chocobo in Bresha Ruins (300 AF). In these instances, use the Tour Guide chapter to identify their favored zone within a location, then travel there and use Encounter Master to increase the enemy appearance rate. You can then simply run away from all opponents that you do not need to fight to cut the overall search time.
- A handful opponents are extremely easy to miss. The first is the Giant Cactuar, which does not actually appear in the wild: you must confront a rare Cactuar in the Archylte Steppe, then wait for it to use its Grow ability see page 106 for further advice. There are also four different versions of Proto fal'Cie Adam in Augusta Tower (200 AF): two that you fight during the main storyline, a third that only appears if you do not choose the "Scream at Hope" Live Trigger option immediately, and a fourth available in a Paradox Ending. It is the third that many players will miss. Fortunately, by skipping cinematics, it only takes a few minutes to play through to the boss battle after closing the Gate from the 51st Floor, you can ride the elevator straight to the top. Finally, the Miquiztli, Xolotl and Tezcatlipoca "Woodwraith" enemy types have slightly unusual spawning conditions in the Academia (500 AF) see page 190 for details.

PARADOX ENDING: THE FUTURE IS HOPE

Requirements: Complete the main storyline.

This is one of the quickest Paradox Endings to obtain, and one that resolves a strange mystery that arises when you speak to certain NPCs (particularly Alyssa's admirer outside the HQ) in Academia (4XX AF) later in the storyline.

To unlock this cinematic (and the Transcript: The Future Is Hope Fragment with a 3,000 CP bonus), activate the Paradox Scope and close the Academia (4XX AF) Gate at the Historia Crux. Deliver the Graviton Cores to Alyssa as you did before. However, be careful not to skip the cutscene that takes place when you hand over the fifth, then refuse to take the Vagabond Artefact when the Live Trigger appears. The Paradox Ending will begin immediately.

QUIZ MINIGAMES

BRAIN BLAST!

Brain Blast terminals challenge you to answer ten consecutive questions correctly to win prizes. They are marked by a distinctive pink icon () on the main map and mini-map. Successfully beating a Brain Blast terminal for the first time will lead to the reward of a Fragment, 500 CP and an item in a treasure box.

BRAIN BLAST FRAGMENTS

LOCATION	FRAGMENT
Entrance	Stoic Virtue Fragment
Grand Avenue Square	Epicurean Song Fragment
New Town (Southwest)	Lyceum Knowledge Fragment
New Town (North)	Academia Wisdom Fragment

Successful repeat sessions at a "completed" terminal will lead to a prize of a treasure box only, which usually contains an adornment. Note that you can press \otimes/Φ to partially skip the delays between each question.

There is a unique set of questions for each of the four locations, with the answers for each terminal revealed over the pages that follow. We have alphabetized these for ease of reference.

CAPTAIN CRYPTIC'S CONFOUNDING QUIZ

Captain Cryptic can be found in the Entrance area, a short walk south of the Brain Blast terminal. Perform a Moogle Hunt to reveal him, then strike up a conversation to begin the Confounding Quiz side quest. After you answer his first question, Captain Cryptic will disappear to one of eleven potential locations in Academia (4XX AF).

You can obtain up to five Fragments by answering Captain Cryptic's questions.



04

CAPTAIN CRYPTIC FRAGMENTS.

FRAGMENT		GOAL
Quiz Rank: Private	400	Complete one correct answer.
Quiz Rank: Sergeant	400	Complete two consecutive correct answers.
Quiz Rank: Lieutenant	600	Complete three consecutive correct answers.
Quiz Rank: Colonel	600	Complete four consecutive correct answers.
Quiz Rank: General	1,000	Complete five consecutive correct answers.

With all answers to Captain Cryptio's questions available on page 160 (following the Brain Blast section), the real challenge in this side quest is to actually find the quizmaster. He is always "out of phase" when he moves to a new location, and Mog will not react to him, so use the following tips to track him down:



- When you are searching for Captain Cryptic, civilians in Grand Avenue and New Town may offer random comments that provide hints on his current location. Anything that features the direction "east" refers to Grand Avenue and (though less likely) the Alley; "west" means that he is in New Town.
- There are eleven positions where Captain Cryptic can appear: seven in and around Grand Avenue, three in New Town and one in the Alley zone. His location will also be randomized every time you return here from the Historia Crux.
- If you have just finished a quiz in New Town, check the three sites there first; otherwise, always start your search for Captain Cryptic in the Grand Avenue area. Leave the Alley until last, unless you hear a specific prompt from an NPC that directs you there.
- Captain Cryptic can be difficult to spot if he appears in the store in the Grand Avenue Palace of Dreams zone (© 04). Always check carefully before you move on. In the Alley area, he appears behind the empty display window in the corridor where you speak to Miss Horizon for the Paradox Professor side quest in 400 AF (© 05).

Once you obtain the Quiz Rank: General Fragment, Captain Cryptic will appear in a booth in the Entrance area. However, he has nothing more to offer: the quiz ends with the reward of the final Fragment, even if you close the Gate for Academia (4XX AF).

LUCK-BASED QUESTIONS

QUESTION	POSSIBLE ANSWERS
Red or black?	Red, Black
Heads or tails?	Heads, Tails
Odds or evens?	Odds, Evens
Pick a hand!	Right, Left

PRIMER

UNIA LIVELLIDOUS

COMPLETION

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STRATEGY &

INVENTORY

BESTIARY

EXTRAS

INDEX

THE HISTORIA

USAGE NOTES &

MUHODE WE

BESHA RUINS

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910 AF)

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(300 Af)

(300 AF)

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BRESHA RUINS

VASCHAS MASSIF

ACADEMIA

VACCUAD MACCIO

SUNLETH WATERSCAPE 400 AFI

AUGUSTA TOWER

ACADEMIA

THE VILE PEAKS

HE VILE PEAKS

DERBA (300 AF)

OERSA (400 AF

THE VOID BEYOND (??? AF

(700 AF)

(700 AF)

BRESHA RUIN: 1100 AF)

ACADEMIA 500 AFI

VALHALLA

THE LUCK FACTOR

While the vast majority of questions that appear in Brain Blast are specific to the terminal, the following questions can appear at any time. Picking the correct answer is simply a matter of luck.

GRAND AVENUE SQUARE TERMINAL

An Academy scientist wrote a thesis proving some monsters are rattled by what certain human action?	⊗/@	Tsking at it
Before the crystal pillar appeared, in what state was Cocoon?	⊗/@	Floating in midair due to the fal'Cie's powers
Being oblivious to small, everyday occurrences is called a 'tonberry's what'?	\(\O \)	Stealthy walk
Fireworks were created by a Bodhum resident who used explosives for work. What was his occupation?	A / V	Miner
How does a tonberry carry its knife?	□/⊗	It carries it in its left hand
How does Hope's Eidolon, Alexander, make his exit?	@/❷	Breathes fire and flies off
Hyperion is the fastest competitor in the chocobo races. Which of the following did he recently beat in a race?	\(\)	An airbike
In O AF, monster figurines became popular on Cocoon. Which monsters were the most popular?	© / 3	Triffid and mandrake
In 1 AF, an old flanbanero flower was discovered in crystal. The color was a cross between crystal and a flanbanero. What was the color?	@/❷	Muddy violet
In 2 AF, an air shuttle became available in the Yaschas Massif. What are the condensation trails of the shuttles that were named after shooting stars called?	๎ 🗇 / 🐼	Comet trails
In 20 AF, which region was crawling with bounty hunters due to the growing number of monsters in the area?	⊗ / ⊘	Bresha Ruins
In Noel's world, the earth was barren and there was little sign of life. What did his people use to build their homes?	@/❷	Scraps
In Sunleth Waterscape 400 AF, which monster showed intelligence by traveling in packs?	© / B	Flan
In the film 'MI: Sahagin,' what does the hero use to get past the security system without alerting his enemies?	⊗/ @	Deceptisol
In what region of Gran Pulse can the ruins of Paddra be found?	1 / 2	Yaschas Massif
Jones is an infamous treasure hunter who always seems to engulf his discoveries in flames and fail in his excursions. What kind of weapon does he wield?	© / B	A flamethrower
Kaltz produced a line of shoes that allowed people to walk on water. Although the product was recalled several times, the current product is flawless. What is the name of the product?	(a) / (y)	Floaters
Mixing soda water and what prompts sweating and is great for increasing one's metabolism?	O / B	Flanbanero juice
Noel's clothes are tailored to withstand a severe lifestyle. How is this done?	@/❷	Multiple threads are embroidered through his clothes
Of all the chocobo race urban legends, which one is said to possibly be true?	⊗/4	A prisoner won the race and he and hi group were pardoned
Of all the chocobo toys sold in Nautilus, there are rare ones called Happy Chocobos. What creepy characteristic makes it different from other toys?	a / v	Its eyes are bloodshot
Of the many cactuar dolls, which is deemed the cutest by customers?	1 / 3	Cactuarina doll
On Cocoon, what Bodhum event was known to grant everyone's wishes?	□/❷	Fireworks festival
On what body part does Lightning don her white feathers?	⊗/ @	Hips
On what part of his body does Odin wear his cape?	⊗/ @	Over his right shoulder



QUESTIONS AND ANSWERS (CONT.)

Since the massive relocation to Gran Pulse, a world much less peaceful than Cocoon, which item has considerably isen in sales?	⊗/@	Potions
Stage actor John Barker is a less-than-handsome man who is always late for rehearsals. What flimsy excuse does he use as the reason for his tardiness?	@/❷	An ochu was flirting with me
The airline providing flights between Cocoon and Gran Pulse came up with a special offer that proved disastrous specials of the control of th	O / B	Smile and say 'Purge'
The annual Gysahl Cup that presents the winner with more gysahl greens than it can eat in a lifetime was held every ear except for one. Why wasn't it held in 394 AF?	⊗/❷	Lack of gysahl greens
he ATB gauge fills up during battle. What does ATB stand for?	⊗/ △	Active Time Battle
ne Caldana root of the Steppe is an invaluable plant for which reason?	⊗ / @	They contain salt that can be extracte
ne cost of the most expensive fireworks used at Bodhum's fireworks show is equal to the population on Cocoon at its ghest. How much is that?	⊗/ Ø	Approximately 20,000,000 gil
ne tonberry parent became a social phenomenon in 300 AF. What kind of parents does the phrase refer to?	©/ B	Those who wield knives when talking to teachers
vo sisters work in Serendipity as casino staff. How does the younger sister describe her older sibling?	(a) / (7)	Shy
hat caffeine-filled snack was popular among the Academy scientists of 10 AF?	□/❷	Bobblicious
hat color is Snow's hair?	□/❷	Blond
hat does Noel have equipped on his left hand?	\(\O \)	Black armlet
hat does Snow's Eidolon, Shiva, transform into in gestalt mode?	⊗/ @	Bike
hat does Vanille lovingly call her Eidolon, Hecatoncheir?	©/ B	Hecaton
hat does Yuj think of Serah's outfit that seemed to appear out of nowhere?	©/ B	Stylin'
hat facility was created on ancient Pulse by the fal'Cie to protect the people from intruders?	©/ B	The Ark
hat happens to Fang's Eidolon, Bahamut, in gestalt mode?	a / v	It flies with Fang on its back
hat is Noel's weapon of choice?	@/❷	Two swords
hat is the best university on Cocoon?	©/ B	Eden Central
nat is the creature shown on the giant roulette wheel in the central area of Serendipity?	⊗ / @	Carbuncle
nat is the defensive paradigm that's useful when the party's HP is low?	A / V	Solidarity
nat is the first line of the duet 'Nautilus Yearning,' a song about the city that never sleeps?	©/ B	The neon lights shine brightly
nat liquid used in perfumes can be extracted from noctilucale and crawlers?	a / 8	Fragrant oil
hat move was invented by Cocoon's 13 st boxing champion?	\(\O \)	Goblin Roll
nat refreshment do chocobo race contestants drink before their race?	\(\O \)	Chocobo XS
nat role is Serah capable of?	□/❷	Commando
nat title was awarded to the winner of New Bodhum's swimming competition?	⊗/ ∆	Speedy Sahagin
hat was Lightning's rank when she was in the Guardian Corps of Bodhum?	© / B	Sergeant
nat was the name of the mission to drive out the inhabitants of Bodhum when a Pulse fal'Cie was discovered?	©/ B	The Purge
hat was the PSICOM weapon used in the battle at the Hanging Edge?	⊗/@	Manasvin Warmech
nat weapon did the Sanctum army bestow upon their skilled soldiers?	a / v	Blazefire Saber
nat weapon does Mog transform into for Serah's use?	1 / 2	Bowsword
nen Cocoon residents relocated to Gran Pulse, what dish became widely popular as a way to diminish the natural ell of Pulse ingredients?	⊗/@	Curry
nere are Eidolons said to be from?	©/B	Valhalla
nich Academy team was ordered to investigate the disturbance in the Vile Peaks in 10 AF?	⊗/ @	Blitz Squadron
nich creature has large eyes?	a / v	Neochu
nich creature has sharp claws?	⊗/@	Silver lobo
hich creature has the longest legs?	@/❷	Shaolong gui
hich creature has white fangs?	©/ ©	Ahriman
hich event was the most popular at Nautilus Park?	© / B	The hologram dance parade
nich is not an arthropod creature that appears from the Void Beyond?	⊗/@	Meonekton
nich monster is not found on the slot machine reels in Serendipity?	©/B	Flan
nich of the following is coarse?	© / B	Scalebeast's back
nich of the following is the highest quality wool?	© / B	Fluffy wool
nich of the following will not be sold at Chocobo's Fashions, which is scheduled to open next year?	1 / 3	Hermes' Shoes
nich role allows you to heal yourself and your allies instead of attacking the enemy?	©/B	Medic
nich role allows you to strengthen your allies by infusing their attacks with elemental power?	⊗/@	Synergist
hy do people visit the small cottage on the icy terrain of Rudka?	@/%	To see the rainbow-colored mustache of a local
ith the fal'Cie no longer in power, the delivery system came to a halt. How was Palumpolum able to resume mmercial activity so quickly?	\(\O \)	Abundance of goods

PRIMER

WALKTHROUGH

COMPLETION TIMELINE

STRATEGY & ANALYSIS

EXTRAS

THE HISTORIA CRUX

OERBA (200 AF)

SUMLETH WATERSCAPE (300 AF)

ACADEMIA (400 AF)

ACADEMIA (4XX AF)

OERBA (300 AF)

BRAIN BLAST! NEW TOWN (SOUTHWEST) TERMINAL

CUECTIONS AND ANOMERS		
QUESTIONS AND ANSWERS	ω / Δ	Consult
4D fireworks are used at ceremonies. Besides sight and hearing, what other sense does it stimulate? After the appeal singles competition, people shower each other with an elechalic hoverage to colobrate the new year.	⊗ / Ø	Smell
After the annual singing competition, people shower each other with an alcoholic beverage to celebrate the new year. What is the name of this beverage created using chocobos' favorite vegetable?	© / B	Mimett
Around 150 AF, what accessory inspired by Cocoon's pillar was worn by people everywhere as a symbol of friendship?	0 / B	Cocoon charm bracelet
Around 20 AF, higher-ups of the provisional government and the Academy butted heads, leading to the disappearance of a key person. How did they refer to this period?	@ / Ø	The Dark War
As Serah and Noel appeared in the past time and time again, what research project received lots of funding and donations?	@/❷	Moogle throw simulator
As the people were released from fal'Cie rule, many strove to find a new god. What is the design of the god worshipped by those left on Cocoon based on?	a / v	Crystal pillar
As the population on Gran Pulse increased, what business took off?	⊗/@	Private military companies
During their journey, when did Mog decide he needed to go on a diet?	@ / Ø	When Serah had trouble swinging her sword
Every few centuries, the light emitted by the fal'Cie Phoenix will flicker, causing a moment of darkness. What is this phenomenon called?	⊗/@	Flames of Rebirth
How did the Academy revamp their program in order to provide more opportunities for the less fortunate?	1 1 1 1 1 1 1 1 1 1	They improved their scholarship programs
How did the chocobo breed Wild Broom get its name?	©/ B	Coat
How do flan reproduce?	△/♡	They duplicate
In 2 AF, what did the civilians create to signify their independence from the fal'Cie?	©/ B	An oath of autonomy
In 320 AF, what city was voted the best place to live by Academy scientists?	⊗/❷	Academia
In 400 AF Academia, the term 'paradigm shift' is used by office workers everywhere. What does it refer to?	a / 0	Reshuffling staff
In Academia's popular women's magazine, what is the number one attribute to look for in a man?	©/ B	Academy job
In Sazanbar Cape, one of the famous tourist spots in New Bodhum, what contest is held that is painful to watch?	0 / 8	Student poetry reading
In the Chocobo of the Year contest that determines the best chocobo in the world, the chocobos are ranked based on speed and what else?	⊗/@	Grace
In the story 'Three Little Microchus,' what did the youngest use to build his house?	© / B	Stone
Many people gather at Yaschas Massif to watch the sunrise. What is a necessary item to have in your possession when walking along the dangerous monster-infested path at night?	@/❷	Something that emits light
Marion, the main character of the show 'Black Gloves,' has split personality disorder. He has two occupations: a cold-blooded assassin and what else?	a / 0	Hairdresser
Mythril Hearts Co. is famous for their mythril accessories. Which creepy-yet-fashionable accessory is the most popular?	⊗ / △	Oneiric Bangle
Raucous cheese looks vile and has a pungent smell unlike anything else. What is it made from?	\\O / \O	Behemoth milk
Subject Zero was the first experimental subject to undergo the duplicate creation process. Because they didn't have the technology to create synthetic flesh at the time, which of the following was used as the test subject?	a / 0	A behemoth bioweapon
The baghorn is an instrument used in Nautilus's parade. Why is this instrument so hard to make?	©/3	The intricate carvings require too much work
The Cocoon Firefly discovered on Pulse does not exist on Cocoon. How did it get its name?	□/⊗	To remember Cocoon
The communication game 'Choco-Bomb' is a favorite among the students of Academia. What was the original name of the game as it underwent development?	@/❷	'On the Choco-Brink'
The Flying Tortoise was Bodhum's most famous hotel that was booked till the end of time. What was the attraction that made the resort so popular?	a / v	An aerial hot tub
The hunters of the Steppe love their flan. What part of the flan must be removed in order to ensure no poison is left in the creature?	a / 0	Liver
The most common variety of cactuar is used for cooking. What color is it?	0 / 0	Green
The National Weather Service controlled Cocoon's weather and what?	❷/❷	Seasons
The Sabbath is an event where people gather to watch monsters dance and frolic. Which is the best dancer of them all?	⊗/@	Succubus
The Sanctum army tried to create a bioweapon using a mu, but realized enemy soldiers wouldn't take it seriously for which reason?	©/ B	They were too adorable
The skyscraper's observation deck in Academia was built on a floor based on the incident of 100 AF. What floor is it on?	a / 0	132 nd floor
The women of Academia are raving about a new powder foundation called Adam. What is the main ingredient of this product?	© / 3	Adamantoise fang
Those with big appetites go to the restaurant Edenwalker for which dish?	a / 0	The BBQ sheep challenge
What dish can only be made in Sunleth from ingredients found in that region?	a / 0	Patroller's weed salad
What incredible new species of cactuar did Professor Oga Wan discover during his years of research?	©/ B	The long-necked cactuar
What is the common name for the Helix breshantha, a conch shell found only in the Bresha region?	8 / 9	Soilentoise



QUESTIONS AND ANSWERS (CONT.)		and the state of t
What is the energy drink made from gysahl greens?	a / 0	Kweh!
What is the hit song of Bombtanians, Cocoon's all-violin band known for their melancholy sound?	© / 3	'Beautiful Ballad'
What is the main ingredient of exquisite maple honey, a sugary sweet condiment said to be developed from crystals?	©/ B	Sunleth tree sap
What is the main ingredient of phantom honey, a condiment with a rather pungent smell?	⊗/@	Ochu flower honey
What is the main reason for the seldomly occurring vehicular accidents in Academia?	©/3	Human error
What is the name of the beverage created using the water from Sunleth Waterscape?	⊗/@	Sunleth's Legend
What is the relationship between the two runners who placed first in the 106th Eden Marathon thanks to their unbreakable bond?	⊗/❷	Rivals
What is the title of the dark fantasy show based on this world?	⊗/@	'Highway to the Chaos Zone'
What monster toy can only be purchased in the Steppe?	@ / Ø	Cactuar
What multi-colored artificial forest is registered as a Sanctum heritage site?	8 / 4	Bifrost Forest
What natural material is used to build the solid outer shell of the new Cocoon?	©/3	Adamantoise shell
What New Bodhum specialty uses fresh seafood?	(a) / (7)	Sahagin Jerky
What new breed of flan look young throughout their entire lives but grow in size as they age?	@/❷	Ginorminiflan
What new service is provided by the Chocobo Delivery Service?	(a) / (7)	Surprise deliveries
What part of the weapon does Mog's bobble become?	©/B	A decorative jewel
What phrase became popular thanks to the popular anime 'The Mog Team'?	⊗/@	Hasta la vista, kupo!
What silver-colored invaluable ore used to be found in Haerii?	1 / 2	Platinum
What takes place at the annual Gran Pulse festival La Prettina, an event that celebrates the coming of spring?	@/❷	People throw flan at one another
What vehicle does Hecatoncheir transform into in gestalt mode?	1 / 3	Magitek Armor
What was the name of the act performed by the comedic duo Thousand Giggles in Academia 380 AF?	□/❷	Count Cactuar
What was the name of the scandal involving the provisional government and blank documents?	©/B	Blank sheet incident
When a woman calls someone a 'chocobo feather man,' what does she mean?	© / 3	Someone who won't commit
When someone with a pure heart rides a chocobo, heavenly music rings in their ears. The sound comes from which part of the chocobo?	⊗/@	Chest feathers
Where is hoax herb, a plant not readily spotted by hikers, generally found?	□/②	Yaschas Massif
Which boomerang brand is the most popular among those who hunt for sport?	a / v	Airwing
Which extravagant bottle of alcohol, known as PN, is popular among celebrities for its rich, deep flavor?	© / B	Pinot Noel
Which of the following has never been weighed?	@/❷	Cocoon
Which stupidly strong alcoholic beverage known to 'taste like death' is popular among the elderly?	⊗/@	Cie'th Killer
While the transportation system was being redeveloped, how were goods delivered to and from Cocoon?	a / 8	Military jets
Who is known as the world's best weaponsmith that designs and creates the finest swords known to man?	a / v	Masamune
Who is the chairman of Academia's amateur wrestling league, who was once and still claims to be one of the smallest but best wrestlers in the world?	© / 3	Masked Microchu
Who is the cute mascot of the popular game show 'Cue This'?	□/❷	Cuebat
Who was the first female prime minister to represent the Sanctum?	© / B	Ivory Marilia
Who was the girl that won the 41st Junior Sports Hunting Championship with a perfect score?	\(\O \)	Elle Larskin
Why does the owner of Curious refuse to sell the pair of shoes on display in the front window?	©/B	They're both made for the right foot

OERBA (200 AF)

YASCHAS MASSIF (01X AF)

SUNLETH WATERSCAPE (300 AF)

ACADEMIA (400 AF)

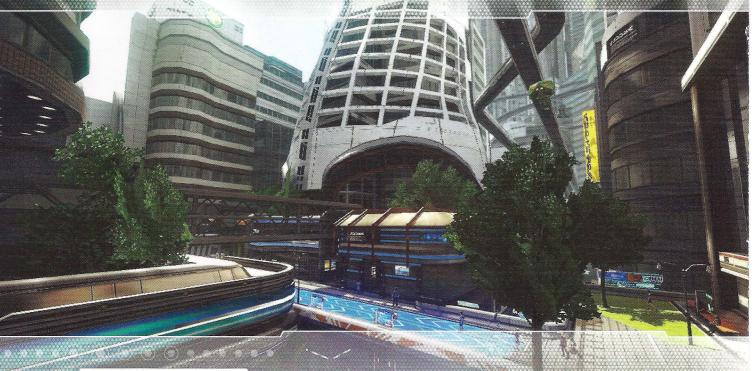
YASCHAS MASSIF (100 AF)

AUGUSTA TOWER (200 AF)

ACADEMIA (4XX AF)

OERBA (400 AF)

BRAIN BLAST! NEW TOWN (NORTH) TERMINAL



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2 3 2	2 mm = 6 2 2 2	1111	17 17 18 1	ANSWERS	

According to the philosopher Denrith, humans are merely an intellectual version of a certain monster, with the ability of looking innocent on the outside, but being conniving on the inside. Which monster was he referring to?	©/ B	Cactuar
After the fall of Cocoon, the public became more and more aware of the truth behind the fal'Cie and their actions. What part of the truth was fudged in history textbooks?	\(\O \)	The intent of the fall'Cie
Around 100 AF, a TV show based on the battle of the I'Cie was in production, but got canceled at the last minute. What was the name of the show?	⊗/@	'Don't Mess with the 'Fro'
Around 100 AF, which test was proved invalid and superfluous by the Academy?	©/ B	Role-based personality test
Around 400 AF, the '??? male' became a popular phrase. What goes in the blank?	©/ B	Armored
BBQ Ben's is famous for their cheap, but delicious behemoth meat. Rumor has it they have close ties with certain government officials. How are they able to serve meat at such a reasonable price?	\(\O\)	They get leftover beasts from researd labs
Before Cocoon's aerial railway, people rode the trains that ran along the ground. What was the name of Cocoon's old terminal?	⊗/@	Nautilus and Bodhum
Chocobo riding used to be mandatory at all private schools. However, it was canceled indefinitely due to what kind of complaint from the parents?	© / Ø	The chocobo smell would rub off on the students
During the festival of the Day of Rebirth, which food stand gets the most business from children?	a / 8	Microchu mousse
How do people refer to the day of Cocoon's fall?	\\O / \O	The Day of Rebirth
How does Hope refer to Lightning?	⊗/ △	Light
How does Hope's time capsule work?	0 / 0	It slows down time within the device
In the children's song 'Chelsea's Bubbles,' she is able to blow a bubble as high as the biggest, roundest thing one can see. How high was she able to blow her bubble?	1 1 1 2 1 3 1 3 1 1 3 1 1 1 1 1 1 1 1 1 1	To the skies of Cocoon
In the popular children's show 'Cocoon Five,' what is the name of the five heroes' ultimate attack?	⊚/ B	Cocoon's Final Attack
Spells can be sealed into cards and sent as gifts. Which spell makes for a popular birthday card?	© / B	Cure
Stem is the new recreational drug of choice among the young and quickly becoming a social issue. The ingredient can be easily found in Sunleth Waterscape. What is it?	a / v	Dried habanero leaves
The chocobos first used by Chocobo Delivery Services were based on the colors of nature. What colors were they?	□/❷	Green and yellow
The Lumeritz singing competition began 100 years after the first paradox. What year was that?	⊗/@	103 AF
The monster movie 'The Imp' was a big hit among a niche crowd that raved about its cuteness. What did half of the movie consist of?	.⊗/ @	Dancing imps
The New Bodhum urban legend about a man with a knife is based on who?	⊗/@	Tonberry
The popular DJ DK sports thick sideburns and a mohawk. What is the name of this hairstyle?	© / Ø	Chocobo hair
What accessory is considered to grant wishes, but is seldom used because of its smell?	\\O / \O	Chocobo feather
What accessory is recommended for those who want to boost their physical attack power?	@/ Ø	Power Wristband

QUESTIONS AND ANSWERS (CONT.)	ingalin kanagaran		
What advertising media was widely seen in Palumpolum as a result of energy conservation?	⊗/ ∆	Blimps	
What coarse substance is known as a fast-acting cold reliever?	⊗/ ②	Microchu baby teeth	PRIMER
What company's business has been booming due to the numerous deliveries required between Cocoon and Gran Pulse?	©/ B	Chocobo Delivery Service	WALKTHROUGH
What determines the altitude of flights from Cocoon to Gran Pulse?	©/ G	The arm's length of fal'Cie Titan	WEKITROOGT
What does one call cooked behemoth meat that's hung out to dry for three days?	©/B	Cured meat	COMPLETION TIMELINE
What does the cactuar sign seen at amusement parks imply?	⊚/ ©	Emergency exits	/
What happens to a l'Cie once they complete their Focus?	⊘ / 0	They turn to crystal	TOUR GUIDE
What happens to a l'Cie that's unable to complete their Focus?	@/ Ø	They become a Cie'th.	STRATEGY &
What is a baby moogle called?	⊗/ ∆	A moogling	ANALYSIS
What is someone who sits at home all day generally called?	⊗/ @	Bear	INVENTORY
What is the acronym for the Academia Central Broadcasting Station?	⊗/ ⊕	ACBS	\$0. \$1. \$1. \$1. \$1. \$1. \$1. \$1. \$1
		Shooting a thousand needles from	BESTIARY
What is the behemoth king incapable of doing?	@/ Ø	its body	EXTRAS
What is the best act of the circus troupe the Circus Riders, a group of acrobats who use airbikes for dangerous stunts		Chicken race	
What is the famous painting by Geraint, the artist representing the new wave style of post-Cocoon?	@/❷	'Cosmos'	INDEX
What is the full name of Professor Garnett, the editor-in-chief of the modern history textbook of 400 AF?	©/ Ø	Micah Garnett	
What is the name of the dish composed of flan flesh filled with silver lobo meat?	©/ B	Flan fal'Cie	THE HISTORIA CRUX
What is the name of the elevator connecting Gran Pulse with Cocoon?	©/ Ø	Gran Elevator	Thursday, and the same of the
What is the name of the phenomenon that occurs on Gran Pulse due to the winds carrying away the sand?	©/ B	The Shimmering Sands phenomenon	USAGE NOTES & MAP LEGEND
What is the orobon incapable of doing?	©/ B	Exploding into a pile of dust	NEW BODHUM (003 AF)
What is the surname of the Sanctum representative Cid, former commander of the Cavalry?	©/B	Raines	BRESHARUINS
What meat is used in the popular hunter's dish, 'Chef's Grudge'?	©/ Ø	Cooked tonberry tail	(005 AF)
What mythology-based movie won the Tantalus Award for Best Film in 328 AF?	©/ B	'From Etro with Love'	YASCHAS MASSIF (010 AF)
What popular game do the kids play on the shores of New Bodhum?	⊗/@	Hopscotch	0ERBA (200 AF)
What project is being criticized by reformist groups for pushing Academia to become a closed city?	⊗/@	Elimination of foreign trade	YASCHAS MASSIF
What topic is most touched upon in the modern history textbook of 400 AF?	a / 0	Paradox	(01X AF)
What type of flan was discovered in 150 AF and has since been popular among couples?	\\O / \O	Fetching flan	AUGUSTA TOWER (300 AF)
What was Dajh's ability as a l'Cie?	□/❷	Sensing power of Pulse origin	SUNLETH WATERSCAPE
What was the name of New Bodhum's soccer team, one of the few teams that participated in the first season on Gran Pulse in 4-5 AF?	©/ B	The Enterprise	(300 AF)
What was the name of the device used by Sanctum's elite soldiers that allowed one to control gravity?	©/ Ø	Grav-con Unit	COLISEUM 177? AF)
What was the name of the military squad led by Cid Raines?	©/ B	Rapid Response Team	THE ARCHYLTE STEPPE (??? AF)
What was the name of the parade that was once held in Nautilus?	⊗/ ②	Pompa Sancta	SERENDIPITY 1277 AF)
What was the name of the weapon used to shoot Cocoon's garbage into outer space?	\\Delta/\Delta	Megajunk cannon	
What was the reason Volcano Day was established?	□/❷	The eruption of Heaven's Mountains	BRESHA RUINS (300 AF)
What was the task of the government-operated PSICOM?	© / Ø	Protecting Cocoon from Pulse	YASCHAS MASSIF
What was the title of the bestselling book of 10 AF about a young girl and her transformation into a Cie'th?	©/Ø	'The Dark Brand'	(310 AF)
What water sport requires athletes to wear floats on their legs as they fight over a flag?	\\Delta/0	Waterstrike	ACADEMIA (400 AF)
When Serah became a l'Cie, she hid her brand with a bandage. Where on her body did the brand appear?	⊗ / @	Left upper arm	YASCHAS MASSIF (100 AF)
When Snow became a l'Cie, where did the brand appear?	1 1 2 3 3 3 3 3 3 3 3 3 3	Left arm	SUNLETH WATERSCAPE
When soldiers say, 'You're a real ochu!' what do they mean?	□/₩	I can count on you	WATERSCAPE (400 AF)
When the Academy discovered the crystal pillar was in bad condition, what solution did they come up with to try and secure living space?	@/❷	Build a new Cocoon	AUGUSTA TOWER (200 AF)
Where is the ideal place to raise a chocobo chick?	⊗/ A	Humid plains	ACADEMIA (1XX AE)
Where was Proto fall'Cie Adam created?	⊗/ ©	Augusta Tower	THE VILE PEAKS (200 AF)
Which activity is based on the architecture of Academia and immensely popular among the teens?	©/ ©	Free fall	
Which architect designed the congress hall founded in the capital city of Eden?	©/ &	Augustio Camille	THE VILE PEAKS (010 AFI
Which invaluable ore is sought after by miners everywhere?		Uraninite	OERBA (SOO AF)
Which monster wields the Centaurion Blade?	©/8 ≙/ 0	Immortal	
			OERBA (400 AF)
Which movie portraying a couple torn apart by the Purge won the Tantalus Award for Best Film? Which of the following did not occur directly after the publication of Woolkigh's payel, 'Humans Release to the Fall'Cir'.'	\(\O \)	'My Gran Pulse Lover'	THE VOID BEYOND (7?? AF)
Which of the following did not occur directly after the publication of Woolrich's novel 'Humans Belong to the Fal'Cie'? Which of the following is not expressed into the supplement of the Secondinity and dealers?	△/♡	It became a bestseller	
Which of the following is not programmed into the sunglasses of the Serendipity card dealers? Which regiment was lightning assigned to what she was in the military?	△/⊘	X-ray vision	A DYING WORLD (700 AF)
Which regiment was Lightning assigned to when she was in the military? Who is the distinguished assessment who said. "Humana are rearrly animals that page sil"?	A / O	Bodhum Security Regiment	NEW BODHUM (700 AF)
Who is the distinguished economist who said, 'Humans are merely animals that earn gill'? Who used to live in Oarbo?	⊗ / 0	Gilmay Erskine	
Whose life revelves ground collection date as most are?	⊗/ ©	Fang	BRESHA RUINS (100 AF)
Whose life revolves around collecting data on monsters? Who was the piece (Casan and the Five Moone' stripped of its title for first prize in the 25th Academic Photos	⊗/@	Dr. M	ACADEMIA (500 AF)
Why was the piece 'Cocoon and the Five Moons' stripped of its title for first prize in the 35th Academia Photo Exhibition?	O / B	It was digitally altered.	VALHALLA (??? AF)
			The second second

BRAIN BLAST! ENTRANCE TERMINAL

During the Sanctum rule, the film 'Free Will' was banned due to a scene filled with what kind of questionable content?	(1) / (3)	Becoming a Cie'th by will
How does Sazh refer to Lightning?	⊗/ △	Lightning
In Academia 4XX AF, what year's fashion came back in style?	1 / 2	10 AF
In the cop drama 'Cactuar Files,' what is the first line of the opening song?	©/ B	A five-finger discount will result in a thousand needles
In the hologram show 'Tonberry's Revenge,' what is the first line of the ending song?	a / 0	I'm coming for you; I'm getting my revenge
In the popular holo-comic 'Bombtanian,' what is the secret phrase used by the main character and his friends?	1 1 1 2 3 3 3 3 3 3 3 3 3 3	Sacrifice yourself to save others
In the proverb, 'One ??? is better than a million l'Cie,' meaning one should take on a single task before taking on many, what goes in the blank?	0 / B	Crystal
In the song 'Tiny Lulu,' to which city did the little girl's best friend move away?	a / 0	Bodhum
Lebreau is skilled in cooking and fighting. How does she train to be such a great warrior?	A / 0	She works out using kitchen utensils
Many chocobos participate in the chocobo races. Which of the following does not exist?	1 1 1 1 1 1 1 1 1 1	Thunder Chicken
Many flan make up the enormous Royal Ripeness. Which does not make up part of this creature?	O / O	Elderly
Sazh is best-known for his abilities as a pilot, but what is his former occupation?	©/ B	Train conductor
The Eden Literary Award is handed out only to those who make a positive impact on society. Rodrick won this award for which novel?	⊗/ @	'Secrets of the Crystals'
The extreme anti-Academy terrorists perform what action to get their point across?	⊗/@	Bombing invaluable ruins
The game 'Holostation' has become a must-have for the female population of Academia. Why has it led to a declining birthrate?	a / 0	You can make a virtual boyfriend
The investigations around the mountain ranges of Gran Pulse revealed which children's story to be true?	⊘ / B	L'Cie Extermination Mountain
The I'Cie incident that occurred before Cocoon fell is sometimes referred to as 'Cocoon's dusk,' but is more commonly referred to by the media as what?	⊗ / @	Sunset
The weather controlling device in the Archylte Steppe can't do which of the following?	\(\O \)	Make it snow
The Yellow Bird' is a story about a chocobo living on Gran Pulse. What is the name of the heroine?	© / B	Coco
There is a certain stuffed animal sold only in Nautilus. What is the name of the creature that possesses a gem on its forehead?	© / Ø	Carbuncle
What act performed by the comedian FI-FI-Flan got him booted off of every TV station?	1 / 3	Wanna touch my shaolong gui?
What coat pattern does Serah's cat Snow have?	⊗/ @	Calico
What color are Serah's eyes?	\(\O \)	Bluish
What color were the orbs that appeared in Yaschas Massif 100 AF when a group of Academy staff members disappeared?	©/ B	Red
What company became famous for their sales copy 'It's moogle o'clock, it's time to enjoy moogle bread'?	⊗/@	Stiltzkin's Bakery
What did Serah get Lightning for her birthday?	© / 3	A knife
What disparity, only noticeable by outsiders transferring in, was revealed in the tell-all book written by a disgruntled former Academy employee?	\(\)	Treatment of subsidiary organization graduates
What do you call an incompetent person who climbs the corporate ladder?	\(\O \)	A cactuar
What does Noel do best?	1 / 3	Hunt
What does PSICOM stand for?	⊗/ @	Public Safety and Intelligence Comma
What does Serah do for a living?	\(\O \)	Teacher
What flan is the same color as a rust pudding?	□/Ø	Ferruginous Pudding
What hobby became popular among the feeble elderly who moved from Cocoon to Gran Pulse?	⊗/ @	Gardening
What is a newly hatched chocobo called?	⊗/ @	Chocobo chick
What is Hope's surname?	©/ B	Estheim
What is Hope's unparaileled attack?	⊗/ @	Last Resort
What is Lightning's unparalleled attack?	(1) / (3)	Army of One
What is one way Serah and Noel use Mog to retrieve treasure that's out of reach?	©/ Ø	They throw Mog at it
What is Sazh's unparalleled attack?	\(\O \)	Cold Blood
What is the bow used by hunters in the Steppe to protect themselves from wild animals?	⊗/ @	Wild Chorus
What is the famous line spoken by the famous actor who made it big in the show 'Wild Rose'?	©/ B	You're from the rebel army!
What is the name of Maqui's shop?	©/ &	Lenora's Garage
What is the name of the book of photographs shot by photographer Mitch Rockfit during his numerous visits to New Bodhum?	⊗/ ©	'Meowllow Days'
What is the name of the grand city built by the Academy?	@/ Ø	Academia
What is the name of the movie about the friendship of a boy and his bot?	\(\O \)	'The Boy and His Bot'
	- · ·	THE THE PARTY OF T

			PRIMER
			ranvien
			WALKTHRO
JESTIONS AND ANSWERS (CONT.)			COMPLETIO
nat is the name of the tower built by the Academy in 13 AF?	△/Ø	Augusta Tower	
nat is the tallest mountain on Gran Pulse?	□/❷	Mt. Fairne	TOUR GUIDE
nat is Vanille's unparalleled attack?	©/B	Death	STRATEGY 8
nat sport is gaining popularity among the adventurous young residents living in the Steppe?	⊗/ A	Ding dong ditch	
nat vehicle is the most popular among 10-year-old boys everywhere?	© / Ø	Ciconia Velocycle	INVENTORY
nat was the name of the gambler who won the most number of coins at the slot machines in a single day at the sino Serendipity?	© / Ø	Gabbiani	BESTIARY
nat was the name of the popular game show where eliminated contestants would get pushed off the stage?	⊗/❷	'To the Underworld'	5/7/200
nat was the official name of the stadium sold by Eden's sports team due to financial trouble?	0 / 0	Potion Stadium	EXTRAS
nat was the one famous dessert pastry chefs couldn't make because they couldn't get their hands on the creature?	□/❷	Caramelized shaolong gui	INDEX
nat was the war that broke out between Cocoon and Gran Pulse?	⊗/@	War of Transgression	
nen Snow and Serah got engaged, what did they buy together to show their love for one another?	⊗/@	Necklaces	THE HISTORIA
nen Storm Motors was in danger of getting bought out, which corporation swooped in to save the day?	a / 0	Blue Unicorn Inc.	THE HISTORIA CRUX
nere is the one place Chocolina doesn't open up shop?	⊗/@	Serendipity	USAGE NOTES & MAP LEGENO
nere on Serah's head is her side ponytail?	⊗/ @	By her left ear	NEW BOOHUM 1003 AFI
nich creature moves with such grace and beauty that a dance was created mimicking its motion?	©/ ©	Stikini	
nich Eidolon is used by Vanille?	□/❷	Hecatoncheir	BRESHA RUINS (005 AF)
nich is not one of the Academy guidelines for preserving the nature of Gran Pulse?	0 / B	Nonviolence against monsters	YASCHAS MASS
nich legendary flan has a pink tail?	⊗/ A	Flan Princess	
nich monster dons colorful garb?	a / v	Apotamkin	OERBA (200 AF)
nich of the following are not found in Oerba?	⊗/ △	People	YASCHAS MASS (DIX.AF)
nich of the following has not been observed in Sunleth?	© / Ø	Gold Ore	AUGUSTA TOWN
nich of the following is not a nickname for the jet used by the former Sanctum army?	⊗/ ∆	Orion	(300 AF) SUNLETH
nich of the following is the Academy not responsible for?	\\Delta/0	Running Serendipity	WATERSCAPE (300 AF)
no has scored the most points and is known as the king of Cocoon's Premium League?	©/ B	Cazzaro 'The King' Mueller	GOUSEUM (777 AF)
no is not part of Team NORA?	\(\O \)	Cid	THE ARCHYLIE
no is the brother of the children's favorite superhero Ultima Ace?	©/ B	Ultimabro	STEPPE (777 AF)
no is the mathematician behind Hart's last theorem, the biggest breakthrough in mathematics since the birth of Cocoon?	©/ B	Smith Hartford	SERENDIPITY (??? AF)
ny can't Mog help Serah and Noel in Serendipity?	\(\O \)	Mog is off playing on his own	BRESHA RUINS (300 AF)
			YASCHAS MASS
			ACADEMIA
			(400 AF) YASCHAS MASS
			(100 AF) SUNLETH
	Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the	Comment of the Commen	WATERSCAPE (400 AF)
			AUGUSTA TOWE
			(200 AF)
			ACABEMIA (AVX AF)
			ACADEMIA (4XX AF)
			ACADEMIA (9.55 AF) THE VILE PEAKS (200 AF)
			AGABEMIA (5% AF) THE VILE PEAKS (200 AF) THE VILE PEAKS
			ACADEMIA SAXXAD THE VILE PEAKS 1200 AFI THE VILE PEAKS (010 AF)
			ACADEMIA ACADEMIA THE VILE PEAKS (200 AF) THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID
			THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (???) AF
			THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (???) AF
			ADADEMIA (19.4 AP) THE VILE PEAKS (00 AF) THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (??? AF) A DYING WORLD (700 AF) NEW BODHUM
			ADADEMIA ELEVARIO THE VILE PEAKS (200 AF) THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (???) AF A DYING WORLD (700 AF) NEW BODRUM (700 AF)
			ADADEMIA (19.4 AP) THE VILE PEAKS (00 AF) THE VILE PEAKS (010 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (??? AF) A DYING WORLD (700 AF) NEW BODHUM
			THE VILE PEAKS (200 AF) THE VILE PEAKS (210 AF) OERBA (300 AF) OERBA (400 AF) THE VOID BEYOND (272 AF) A DYING WORLD (700 AF) NEW BODRUM (700 AF) BRESHA BUINS

CAPTAIN CRYPTIC'S CONFOUNDING QUIZ

QUESTIONS AND ANSWERS

QUESTIONS AND ANSWERS		anno se a codonaverso e con Neconolo III de como bina escar
A long gui born during the catastrophe would be how old in 400 AF?	1 1 1 1 1 1 1 1 1 1	A few hundred years old
After the fall of Cocoon, a new era began. What does AF stand for?	©/ 3	After the Fall
Alyssa was with a friend during the Purge. What was her friend's name?	\Delta/0	Nena Stein
Behemoth meat was a rare treat in Noel's era. How was it cooked?	1 2 3 3 3 3 3 3 3 3 3 3	Roasted
Besides military personnel, what group of people was exempt from the Purge?	©/ ©	Sanctum employees
Duplicates are a 3D portrayal of what?	a / 0	People
During the War of Transgression, what kind of sword was used by the legendary knight?	©/ G	A sword of crystal
		Bomb
Everyone wants a piece of this monster, whether it be a fragment, shell, or speck of ash! From the central pathway of Academia, if you cross the bridge west of Chocolina, what will you see on the sign in	©/ B	A tree
front of you?	60 (6 0	Cablinhausamanti
Goblin Maddog is Gran Pulse's boxing champion. What phrase is used by his fans when cheering him on?	⊗/ @	Goblinhancement!
How does a hedge frog return home to lay its eggs?	⊗/ @	They attach themselves to other animals
How many blades are on the windmill in Oerba?	\(\O \)	3
How many consecutive slot machine wins were achieved in the memorable Double Lucky Seven Incident?	©/B	14
How many lights are there above the gate of the mysterious fighting arena linked to Sunleth?	\Delta / \O	6
How many toes does a sheep have?	(a) / (0)	3
In 360 AF, what revolutionary idea solved Academia's power shortage issue?	\(\O \)	Typhoon energy
In 4XX AF, a man was blacklisted for hanging around the Academy headquarters. Why was he there?	1 2 3 3 3 3 3 3 3 3 3 3	He was in love with Alyssa
In 7 AF, Bom-Bites became a favorite snack of residents of Palumpolum. What is the unique characteristic of this dessert?	⊗/@	It feels like balloons popping in your mouth
In Gran Pulse mythology, who is referred to as the false demon?	©/ B	Lindzei
In New Bodhum, what group of people frequently uses the path along the shore?	⊗/ ⊘	Surfers
	⊗/ ©	Welcome
In order to tell duplicates apart from humans, how are they programmed to greet people?	Ø/ ©	Avercome
In Palumpolum's aerial road race GP, which airbike was criticized and called names such as the 'flying white pig' and the 'defective snowman'?	©/ B	Big Mog
In Pulse's well-known nursery rhyme 'Elbow Grease,' what is the old man in the fourth verse mistaken for?	0 / 3	A goblin
In the hit TV show 'Viking,' the main character is a superhero. What is his weakness?	©/ B	Heavy downpour
In the Steppe, how do the smaller sheep act towards the bigger sheep?	8 / 9	They linger near them
Kids love Chocobo Biscuits! What flavor is the new black biscuit?	@/ Ø	Chocolate
Kids love to ride the Cocoon Liner. Which car is their favorite?	⊗/ @	The Carbuncle
Lebreau is younger than Gadot. Gadot is older than Yuj. Lebreau is older than Maqui. Who's the oldest?	©/ 3	Gadot
	⊗/ ⊘	The Motherlode
Many online shops were available on Cocoon. Which is the oldest store that handles ore?		
Many online shops were available on Cocoon. Which specialized in medicine and health products?	@/ Ø	Unicorn Mart
Many online shops were available on Cocoon. Which specialized in outdoor gear?	0 / 0	B&W Outfitters
Many online shops were available on Cocoon. Which specialized in monster materials?	a / v	Creature Comforts
Noel once said, 'Never give up, for the goddess Etro watches always, and helps those' Finish the quote.	©/ ©	Who help themselves
Of all the airbikes, which was built for safety?	©/ 3	Aerial Cradle
Of the Farseers' legends, which has not been passed down for generations?	0 / 3	They had the power to turn people into I'Cie
On what floor did Serah and Noel get trapped in Augusta Tower?	\alpha/0	51st floor
One of the Academy researchers in Yaschas Massif is a dog lover or a cat lover depending on the era. In which year was she a cat lover?	\\Delta/\Delta	10 AF
Serah has two stuffed animals in her room. One is a carbuncle. What's the other?	\Delta/0	Chocobo chick
Some Cie'th defend themselves using their large tentacles. What is the best way to defeat them?	⊗/ @	Get rid of the tentacles first
The <i>Parthenocissus suntethus</i> is the vine commonly seen in Sunteth. What unique characteristic do these vines have?	△ / 0	Their fruit shine
The chemical linoanin is found in gysahl greens. What diet-friendly effect does it have? The fal'Cie responsible for shedding light on Cocoon was the fal'Cie Phoenix. Which fal'Cie was responsible for	⊚/ © ⊗/ Ø	Burns fat Fal'Cie Leviathan
purifying the water? The kids of New Bodhum love dares. One popular dare requires going into the woods late at night to retrieve an	\(\O \)	Rat's tail
object. What is the item? The Oracle Drive is a piece of technology left by the ancient fal'Cie. How did the Academy refer to this device before	©/ &	Sensory perception device
it was given its official name? The 'Professor Yang' series started off as an educational publication, but is now a popular hologram novel with over a	©/ &	'Mystical Creatures for the Clueless'
hundred volumes. What was the title of the first volume?	₩/ ₩	iniyadaa oraaturaa igi tile Giuciess
The remains of what facility can be found in Oerba?	\text{\mathbb{O}}/\text{\mathbb{O}}	School
The silver lobo is seen in many circus troupes. What is the one act it cannot perform?	\(\O \)	Sawing someone in half
They say the long gui eat their own weight in food. How many shaolong guis equal one long gui?	©/ Ø	Approximately 1.5
What anthem can be heard at any sporting event since the fall of Cocoon?	©/ ©	'A Requiem for Rebirth'
What are the names of the Shiva sisters?	@/ @	Styria and Nix
	~~~~~	
What can be found on the logo of Woolly Sheep Soda?	©/ <b>B</b>	Sheep
What can withstand heavy winds, lightning, or even a hole through its body?	⊗/@	Goblin chieftain
What cannot be found in Academia?	<b>©</b> / <b>Ø</b>	Flan schools
	A . C	Red
What color is the cactuar image drawn in the center of the hunter camp in the Steppe?	<b>\( \O \)</b>	neu

QUESTIONS AND ANSWERS (CONT.)			
What design is engraved in Caius's sword?	©/ <b>B</b>	Eye	
What do the hunters manipulate in order to control the weather?	<b>\\ \O</b>	Wind	PRIA
What does Lightning's Eidolon, Odin, transform into in gestalt mode?	⊗/ <b>@</b>	A white horse	
What does Mog remember about his upbringing?	<b>1 2 3 3 3 3 3 3 3 3 3 3</b>	It was full of freedom	WA
What does Mog want to do with his savings?	<b>O</b> / <b>B</b>	He doesn't know yet	CON
What does Sazh's Eidolon, Brynhildr, transform into in gestalt mode?	<b>©/3</b>	A four-wheeler	TIN
What emotion does the cactuar's expression convey?	<b>\Delta/0</b>	None	//
What energy source was discovered on the sea bed of New Bodhum in 300 AF?	<b>\( \O \)</b>	Ether hydrate	<b>₹</b> 701
What fact surrounding the goddess Etro is not recorded in any documents?	<b>\( \O \)</b>	She has a moogle servant	STI
What happened to Fang's l'Cie brand as it stopped its progression?	<b>1 1 1 1 1 1 1 1 1 1</b>	It looked burnt	AN
What identification number is imprinted on the wall of the route near the cemetery in the Bresha Ruins?	⊗/ <b>@</b>	E000	
What is needed to keep the new Cocoon afloat?	⊗/ <b>@</b>	Graviton Core	INV
What is the borgbear incapable of doing?	⊗/ <b>@</b>	Summoning Eidolons	
What is the desert area of Oerba called?	<b>A</b> / <b>O</b>	The Ashensand	BE
What is the line frequently spoken by Mana in the movie 'Love Trumps Gil'?	<b>△</b> / <b>0</b>	Can I buy your love?	
	- The state of the		EXT
What is the main cause of bullying among the flan?	⊗/ <b>@</b>	Difference in elasticity	
What is the meaning behind the winter flower, the 'Silver Petal'?	<b>\( \O \)</b>	Always remember	INE
What is the move developed by Mattheus, the best wrestler in Academia's pro-wrestling league, that is based on the novement of the Yaksha?	<b>©</b> / <b>B</b>	War Dance	
What is the name of the exciting underwater sport that requires a ball?	<b>A</b> / <b>O</b>	Blitzball	
What is the name of the Gran Pulse paradise created from nothing but a poet's dreams?	©/ <b>Ø</b>	Serendipity	THE
What is the ochu incapable of doing?	©/ <b>Ø</b>	Using its wings to fly	
Vhat is the relationship of the NORA members?	©/ <b>B</b>	Childhood friends	
Vhat is the tonberry incapable of doing?	©/ <b>B</b>	Intimidating foes with its horns	
Vhat is used in the creation of various signs in Academia?	<b>0</b> / <b>0</b>	Holography	
Vhat item became popular among the Academy scientists in 10 AF due to the discovery of the Oracle Drive?	⊗/ <b>@</b>	Lightning's feathery belt	
Vhat legendary creature was found in a block of ice on Gran Pulse?	<b>8</b> / <b>0</b>	Valigarmanda	
Vhat looks like a flower but stings like a bee?	<b>a</b> / <b>0</b>	Triffid	
Vhat monster can easily be spotted in the dark?	<b>A</b> / <b>V</b>	Flanitor	
Vhat quirky stuffed animal is a must-have for young females?	<b>©/B</b>	Breshan bass	
What shape is the archway of the building in which the mystic in Serendipity resides?	©/ <b>G</b>	The letter A	
Vhat shape is the crystal that Lightning uses to summon her Eidolon?	©/ <b>B</b>	A rose	
What store is found behind the row of vending machines in Academia?	<b>\( \O \)</b>	A shoe store	\$ AUG
What unusual event occurred in Sunleth in 400 AF?	©/ <b>Ø</b>	Some flan went missing.	
What was Alyssa looking for in the Bresha Ruins?	©/ <b>G</b>	A friend's grave	
What was the biggest concern for Snow when he decided to propose to Serah?	©/ <b>Ø</b>	Lightning wasn't a big fan of his	
what was the biggest concent for show when he decided to propose to seran:		A white background with pictures of	GDLI (272
What was the design found on elixir cans that portrayed the incredible journey of the legendary l'Cie?	<b>©</b> / <b>B</b>	the I'Cie	
/hat was the most memorable role played by Jeff Roni, an actor rumored to be carrying on a steamy love affair with ctress Terra Branford?	<b>©</b> / <b>3</b>	King of Mechamania	SERE 1777
Vhat was the name of the jet used by Lieutenant Colonel Yaag Rosch to fight Lightning and the other I'Cie?	<b>⊗</b> / <b>△</b>	Proudclad	
Vhat was the rank of PSICOM's special ops leader Yaag Rosch when he was killed in action?	<b>\( \O \)</b>	Lieutenant Colonel	§ (300
When creating a duplicate, why is it illegal to save the data of the original person?	<b>\( \O \)</b>	Privacy act	
Vhen did Snow propose to Serah?	⊗/ <b>@</b>	When Serah became a l'Cie	
When Hand because a l'Ois-big broad anneaud an big laft bond. Haw did be bide it?	0.0	He wrapped a yellow bandanna	ACAI (400
Vhen Hope became a l'Cie, his brand appeared on his left hand. How did he hide it?	<b>a</b> / <b>0</b>	around it	
Vhen Noel first met Serah, he immediately knew she was Lightning's sister for several reasons. Which is not one of hose reasons?	<b>a</b> / <b>v</b>	Mog told him	
When Sazh became a l'Cie, where did his brand appear?	⊗/@	His chest	
When Serah lived with Lightning, they had matching accessories. On what body part did they adorn the jewelry?	<b>a</b> / <b>v</b>	Right arm	
Where did Sazh purchase a chocobo chick for Dajh?	⊗/ <b>∆</b>	Euride's market	AUG (2007
Which celebrated movie introduced the gunblade, a now-popular toy among kids?	@/ <b>Ø</b>	'The Sorceress's Knight'	7000000
Which club dominated the 5-6 AF season of Cocoon's Premium League thanks to its harsh training conditions and		The state of the s	ACAI I4XX
unger for victory?	⊗/ <b>@</b>	New Bodhum FC	THE
Vhich endangered monster species is known for its unique eyes?	⊗/@	Catoblepas	
Vhich enormous fal'Cie causes the eclipse?	<b>©</b> / <b>Ø</b>	Fal'Cie Fenrir	
/hich model is popular among collectors?	<b>A</b> / <b>V</b>	1/350 scale The Palamecia	
/hich of the following can be made of ice, water, or wind?	@/ <b>Ø</b>	A ring	DERE
/hich of the following can fly?	⊚/ <b>3</b>	Wyvern	
/hich of the following can swim?	⊗/ <b>Ø</b>	Hedge frog	DEBI
/hich of the following cannot be found in New Bodhum?	@/ <b>Ø</b>	Active volcanos	
Which of the following has a shell?	<b>△/0</b>	Adamantoise	
Vhich of the following is not green?	©/ <b>3</b>	Bandersnatch	A DY (700)
Vhich of the following is not red?	⊗/@	Tonberry	
	⊗/@	Watera gear	
Vhich of the following was created using AMP technology?		Tonberry	BRES
Vhich of the following was created using AMP technology?  Vhich of these four monsters weighs the least?	<b>©</b> / <b>B</b>	Torroerry	
Vhich of the following was created using AMP technology?	©/ <b>B</b> ©/ <b>&amp;</b>	Lebreau	
Vhich of the following was created using AMP technology?  Vhich of these four monsters weighs the least?			
Which of the following was created using AMP technology?  Which of these four monsters weighs the least?  Which strong-minded NORA member do the residents of New Bodhum believe is the leader of the organization?	©/ <b>Ø</b>	Lebreau	

### VILE PEAKS (200 AF)

Though well-developed parties could technically survive a trip to Vile Peaks (200 AF) earlier in the story, it makes sense to delay your visit until you can also access the 010 AF version. Doing so enables you to complete their intertwined side quests in one relatively simple yet rewarding session.



#### FRAGMENT OVERVIEW

NAME	NOTES
The Honor of Blitz Squad	This side quest encompasses seven individual Fragments.
Falcon's Compass	Obtained as part of the Twilight Fragment Beta side quest.
Twilight Fragment Beta	Conquer Twilight Odin after weakening him by achieving an equivalent victory in 010 AF.
Father's Song	Obtain Twilight Fragment Beta, then use a Moogle Hunt to find an old friend.
Words of Light	Available once all other Fragments have been collected in 200 AF and 010 AF.

#### TREASURE

ICON	CONTENTS
05	Unicorn Horn*
@	Phoenix Down
35	Vitality Bolt (x8)







SIDE QUEST: THE HONOR SQUAD OF BLITZ

Though these adversaries may be worthy

undeveloped party, they are but a fleeting

of a little respect if you somehow

scrape through the Archylte Steppe's

three Gigantuar trials with a highly

irritation later in the main storyline.

Mana Sliver

Vitality Chip/

Molted Tail/

Power Bolt/

Millerite

Millerite

Lancer

Vespid

Viking

(SEN - 15%)

(RAV - 15%)

(SAB - 15%)



This side quest is intertwined with the Twilight Fragment Beta side quest here in 200 AF, and the Twilight Fragment Alpha side quest in Vile Peaks (010 AF). If you visit 200 AF before you unlock 010 AF, you can only pick up four Fragments: the three "Last Lights" and Falcon's Compass.

Use the Moogle Hunt ability on the "out of phase" soldier just south of the Gate in the Dismal Dunescape area, then speak to Torreno to begin the side quest ( ). This requires you to locate the five other members of Torreno's squad in Vile Peaks (200 AF) and 010 AF, with each leading to the award of a Fragment. Accepting the mission will also furnish you with the Map of the Vile Peaks.

After collecting the three "Last Light" Fragments available in 200 AF, you will need to pick up the Falcon's Compass Fragment (see overleaf) and travel to 010 AF via a Wild Artefact Gate in Academia (4XX AF) to continue this side quest.

Once you have all six "Last Light" Fragments and both Twilight Fragment Alpha (from 010 AF) and Twilight Fragment Beta, return to Torreno by the gate on the east of the map to collect the Blitz Squadron Mission Report Fragment and 500 CP.

#### **BLITZ SQUAD: FRAGMENT OVERVIEW**

	SQUAD MEMBER	TIME	LOCATION	NOTES	
Torreno's Last Light	Torreno	200 AF	Dismal Dunescape	Obtained automatically once you accept the Hono of Blitz Squad side quest.	
Falcon's Last Light	Falcon	200 AF	Another Man's Treasure	Speak to Falcon at the end of the tunnel then chase and spea to him a second time	
Thunder's Last Light	Corporal Thunder	200 AF	Another Man's Treasure	Talk with Corporal Thunder in the northwest of the Another Man's Treasure zone.	
Baxter's Last Light Fragment	Baxter	010 AF	Another Man's Treasure		
Ray's Last Light	Ray	010 AF	Dismal Dunescape	See page 165.	
Sarge's Last Light	Sergeant Blitz	010 AF	Wrack and Ruin		
Blitz Squadron Mission Report	-	200 AF	Dismal Dunescape	Collect all six "Last Light" Fragments and defeat Twilight Odin in both 010 AF and 200 AF, then speak to Torreno.	

THE VILE PEAKS BRESHARI (100 AE)



## FRAGMENTS: FALCON'S COMPASS & TWILIGHT FRAGMENT BETA

This side quest begins automatically when you speak with Corporal Thunder in the Another Man's Treasure zone to obtain the Thunder's Last Light Fragment for the Honor of Blitz Squad side quest.

Your first task is to return to Falcon for information on Twilight Odin; during the conversation that ensues, the correct Live Trigger answer is Thunder. You obtain the Falcon's Compass Fragment, which acts as proof of your cooperation with Blitz Squadron when you meet other members in 010 AF.

Once you obtain Twilight Fragment Alpha by defeating Twilight Odin in 010 AF, return to the Another Man's Treasure zone and examine Twilight Odin to begin a second battle (160 02). This is effectively identical to the confrontation in 010 AF, so refer back to the strategy on page 167. The only major difference is that Twilight Odin will start using the supremely powerful Zantetsuken after a certain point in the battle. Since Twilight Odin will follow that initial Zantetsuken with another one, this basically imposes a time limit in this battle and forces you to opt for an aggressive strategy. Once the fight ends, you obtain Twilight Fragment Beta, 3,000 CP and a second Martyr's Badge accessory. You also obtain the Twilight Odin Monster Crystal (see "Points of Interest") and the 'Return' Gate Seal and 'Afterimage' Gate Seal, used to lock the Gates for both Vile Peaks destinations. Hitting this milestone marks the end of the major challenges for the Vile Peaks: you can now pick up the final three Fragments before you depart for the Historia Crux.



#### FRAGMENT: FATHER'S SONG

Once you have Twilight Fragment Alpha and Beta and all six "Last Light" Fragments, use a Moogle Hunt to reveal a familiar face on the southwest side of the Another Man's Treasure zone, just south of the tunnel entrance (© 03). Interact with him to obtain the Father's Song Fragment and 500 CP.



03

#### FRAGMENT: WORDS OF LIGHT

After speaking to Torreno to complete The Honor of Blitz Squad, perform a Moogle Hunt on the "out of phase" individual south of the Gate (© 04). After the cutscene ends, you will receive the Words of Light Fragment and 500 CP.

As this is the last Fragment you can collect in the two Vile Peaks destinations (and the conclusion of this sub-plot), you can now pick up another reward by visiting the Mystic in Serendipity: Monster Collector. This Fragment Skill increases the probability that you will obtain crystals after battles. See page 125 for more information.



04

#### POINTS OF INTEREST

- Whichever Vile Peaks destination you visit first has a cutscene narrated by Lightning that explains the background for this sub-plot.
- The Garuda enemy type has the Grimoire Hat collectible as its rare drop, with a (fairly paltry) 5% default probability. Other than a single treasure sphere on the Archylte Steppe, this is the only way to acquire this accessory.
- Don't be too quick to invest your limited stocks of Monster Materials when you obtain the Twilight Odin crystal. This Eidolon is a Late Bloomer that offers a rather wretched return until you pour an incredible sum of resources into its development — including Grade 4 and Grade 5 Monster Materials that you simply cannot obtain prior to the later stages of the story. See page 232 for details.

#### VILE PEAKS (010 AF)

Though the 200 AF destination holds more Fragments, and is the site of the ultimate rewards for the Blitz Squadron side story, you cannot claim those prizes until you conquer the snow-covered Vile Peaks of 010 AF.

PRIMER

WALKTHROUGH

COMPLETION TIMELINE

STRATEGY & ANALYSIS

INVENTORY

BESTIARY

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INDEX

THE HISTORIA

USAGE NOTES & MAP LEGEND

NEW BODHUM (003 AF)

OERBA (200 AF)

YASCHAS MASSIF (01X AF)

AUGUSTA TOWER (300 AF)

SUNLETH WATERSCAPE (300 AF)

back up - you'll need to walk all the way around

to return to the northern corridor.

THE ARCHYLTE STEPPE (??? AF)

BRESHA RUINS (300 AF)

YASCHAS MASSIF

AGADEMIA (400 AF)

YASCHAS MASSIF (100 AF)

WATERSCAPE (400 AF)

AUGUSTA TOWER (200 AF)

THE VILE PEAKS (200 AF)

OERBA (300 AF)

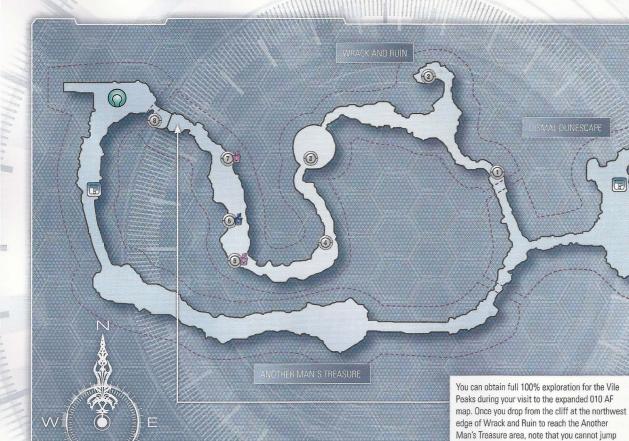
OERBA (400 AF)

A DYING WORLD (700 AF)

NEW SODHUM (700 AF)

BRESHA RUINS (100 AF)

VALHALLA (77? AF)



TREASURE

ICON	CONTENTS
0	Royal Armlet
0	Mana Orb (x8)
<b>3</b>	Entite Ring
@	Saint's Amulet
<b>6</b>	Hero's Amulet
<b>6</b>	Zealot's Amulet
OF	Platinum Casino Ticket
<b>®</b>	Platinum Casino Ticket

FRAGMENT OVERVIEW

NAME	NOTES				
Baxter's Last Light					
Ray's Last Light	These Fragments are all part of the Honor of Blitz Squad side guest that you begin in 200 AF.				
Sarge's Last Light	side quest that you begin in 200 Ar.				
Twilight Fragment Alpha	Defeat Twilight Odin.				

#### **INDIGENOUS MONSTERS**

	DROP (COMMON/RARE)	NOTES
Black Chocobo (SAB – 15%)	Chocobo Plume/ Afro & Black Chick	See "Points of Interest".
<b>Bomb</b> (RAV – 13%)	Mana Sliver/ Fire Aegis	Once you establish their respective capacity to
Cryohedron (RAV – 13%)	Mana Sliver/ Ice Aegis	absorb Fire or Ice (and weakness to the opposite element), these enemies fall quickly.
Dreadnought (COM – 5%)	Vitality Booster/ Power Booster	This walking tank has some vicious attacks, but it is easily Launched once Staggered. Deploy a Saboteur to inflict status ailments and accelerate battle times.
<b>Haguma</b> (MED – 5%)	Power Engine/ Power Booster	These rare monsters function in much the same way as the Yaksha and Yakshini. They present
Shaguma (COM – 5%)	Power Engine/ Power Booster	no danger as assailants – the real challenge is being fortunate enough to encounter them.
<b>Yaksha</b> (COM – 15%)	Power Engine/ Rhodochrosite	This is the big hitter of the Yaksha/Yakshini double act, but its low HP means that it will rarely have time to inflict noticeable injuries.
<b>Yakshini</b> (SYN – 15%)	Power Engine/ Rhodochrosite	See "Points of Interest".

Sergeant Blitz; you'll need to perform a Moogle Hunt to reveal him. Speak to Blitz to obtain the Sarge's Last Light Fragment and 800 CP.

Sarge's Last Light: After you have defeated Twilight Odin to obtain Twilight

Fragment Alpha, head to the west side of the Wrack and Ruin area to find

#### FRAGMENT: TWILIGHT FRAGMENT ALPHA



01

#### SIDE QUEST: THE HONOR OF BLITZ SQUAD

Though you begin it formally in Vile Peaks (200 AF), you must collect three Fragments from 010 AF to complete this side quest.

- Baxter's Last Light: Perform a Moogle Hunt to reveal Baxter in the northwest of the Another Man's Treasure zone, then speak to him to begin the Ray's Last Light side quest. You will then obtain the Baxter's Last Light Fragment and 800 CP.
- Ray's Last Light: Travel to the far east of the map in the Dismal Dunescape area to speak to Ray. He will only talk with your party you if you possess the Falcon's Compass Fragment from 200 AF. If you have it, Ray will offer you the Twilight Fragment Alpha side quest. Accept this to receive the Ray's Last Light Fragment and 800 CP.

Approach the waypoint marker in the Wrack and Ruin area and interact with the anomalous object on top of the mound to begin a battle with Twilight Odin (© 01). The strategy we present here (suitable for both Twilight Odin battles) is for power gamers who will settle for nothing less than a rapid five-star performance. Once you reach the recommended HP stats, though, you can alternatively grind your way through a more lengthy confrontation with a good Sentinel present in all Paradigms (we recommend a Bunkerbeast of approximately Level 30), copious breaks for healing, and perhaps a Librascope to immediately identify your opponent's strengths and weaknesses.

Twilight Odin's attacks exact a greater toll if you do not employ a Synergist to apply buffs (particularly Vigilance to reduce knockdowns and Launches), but it's still an eminently winnable encounter with a less precise approach than the one we outline here. When the confrontation ends, you receive Twilight Fragment Alpha and 3,000 CP. You can then pick up the Sarge's Last Light Fragment along the path to the west, complete your exploration of the area, then return to 200 AF to complete all related side quests.



#### TWILIGHT ODIN

#### RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL (LEADER)
НР	2,500	3,000
Strength		300
Magic	300	-
COM	Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60	Lv. 23
SEN		
SAB	Lv. 3; Bonus Boost II	-
SYN		Lv. 11
MED	Lv. 30	Lv. 35
ATB Level	4	4
Accessory Capacity	70	70
Special Required	Yes	No
Weapon	-	2
Accessories	Physical resistance	Physical resistance

#### • It's now time for precision. Shift to Smart Bomb and queue two Deprotects and two Deshells. This should be just enough to inflict both ailments after Twilight Odin is Staggered. Once this is done, shift to Decimation-W and use Ultima Arrow. Yakshini will cast Bravega and Faithga. Watch for the notifications and shift to Aggression afterwards. Switch control back to Noel.

Spend two turns casting Blizzara and Aerora. This will ramp up the Chain Bonus and allow you to follow up with an ATB Refresh. By now, both Bravega and Faithga should be running out. Shift to Decimation-W and wait for Yakshini to recast both buffs. Finally, switch to Cerberus and go all-out. Even if the Stagger expires before he goes down, he should not have much HP left — especially if you are able to time a Scourge or use Meteor Javelin. PRIMER

TATALIZ TELEDOLINI

COMPLETION TIMELINE

DOUR GURRA

STRATEGY & ANALYSIS

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XTRAS

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HOAGE MUTER R

WAY LEGEND

просена выме

VASCHAS MASSII (Q10 AF)

.....

YASCHAS MASSE (GIX AE)

AUGUSTA TOWER

SUNLETH WATERSCAPE

OUSEUM

THE ARCHYLLE

277 AF)

68ESHA RUINS (300 AF)

YASCHAS MASSIF

ACADEMIA (400 AF)

YASCHAS MASSIF

MLETH

VALEHSLAPE 403 AFI

90 AFF

4XX AF)

THE VILE PEAKS

GHE VILE PEAKE 010 AF

OERBA (200 AF)

DERBA (400 A

Jacobson Land of

PROBECT TOPOGO

ruu Arj

700 AH

BRESHA RUINS (180 AF)

60 AF)

LHALLA P AF)

#### PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Dragoon	сом	20	Max out this Commando with Power Chips to learn Armor Breaker, which makes him ideal for this fight: Odin halves all physica and magical damage.
Cloudburst	RAV	20	Any relatively speedy Ravager that does not use Lightning skills can fill this role.
Yakshini	SYN	30	Bravega and Faithga will give your offense the boost it needs to complete this fight in one Stagger.

#### SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTE	K /
Aggression	COM	RAV	Dragoon	1
Smart Bomb	SAB	RAV	Cloudburst	
Decimation-W	RAV	COM	Yakshini	
Cerberus	COM	COM	Dragoon	
Discretion	MED	MED	Dragoon	
Malevolence	BAV	SYN	Cloudburst	

#### Strategy Overview:

- In order to five-star this fight you must take out Twilight Odin's 700,000+ HP in one Stagger. Doing so requires some tricky timing but is wholly manageable. Twilight Odin drops a Martyr's Badge when defeated.
- Spend the first turn in Aggression to stabilize the Chain Gauge. Shift to Malevolence and apply Vigilance and Protect to the whole party. Now use Smart Bomb to spend two turns building the Chain Bonus before returning to Malevolence to cast Shell on everyone. What you are doing here is making use of the ATB Refresh technique (see page 199); even though you are not switching between duplicate Paradigms, parsing your turns in this way saves you time.
- Shift to Aggression and switch control to Serah. Watch the Chain Bonus percentage closely. Once it reaches around 290%, shift to Discretion and heal the party; you don't want to Stagger just yet. When everyone is healed, spend one turn in Cerberus to stabilize the Chain Gauge further and maximize your Stagger time.

#### POINTS OF INTEREST

- Though forgettable as an opponent, the Yakshini is one of the finest monster Synergists you can acquire. Its first Crystarium tier requires Grade 2 Monster Materials, and doesn't cost a great deal; its more resource-intensive second tier can be financed with a bout of Ghoul farming in Academia (400 AF). By Level 45, it is sufficiently advanced to make a valuable contribution in many of Final Fantasy XIII-2's most difficult battles.
- The Bomb and Cryohedron have the Fire Aegis and Ice Aegis accessories as their rare drops, though they have a miserly 2% base probability of appearing in your Spoils. These perform in the same way as the Lightning Aegis dropped by Circuitrons in Bresha Ruins (300 AF) for their titular elements, requiring that you accept a full 100 Capacity cost and an ATB Gauge fill rate decrease for full immunity to Fire and Ice respectively.
- The uncommon Black Chocobo casts debuffs that cause a worrying degree of Wound damage; its special Supersonic Wave attack inflicts multiple status ailments at once. The best strategy is to be bold and aim for a quick Stagger as, like all Chocobos, it can be Launched. Try to keep it airborne throughout the Stagger to prevent it from casting Choco Cure.

#### OERBA (300 AF)

The first of two locales with a focus on Temporal Rifts, Oerba (300 AF) will be a pleasant diversion for those who have a moderate mastery of the three puzzle varieties...and a source of travails and tempostuous outbursts for those who do not.



#### INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES	
Bloodfang Bass (RAV – 10%)	Power Sliver/ Millerite		
Breshan Bass (SAB – 10%)	Mana Sliver/ Millerite	These opponents won't pose a threat to even a relatively underpowered party by	
Chonchon (untameable)	Painkiller/ Cie'th Tear	this stage in the story.	
Ghast (untameable)	Potion/ Cie'th Tear		
<b>Pink Lily</b> (RAV – 10%)	Potent Chip/ Potent Engine	Delta Attack is a must for weaker parties Though the Pink Lily has a resistance to all elements by default, it can alter its resistances by using its Exoproofing abilities to acquire the immediate ability to absorb Ice or Lightning. However, this also introduces a weakness to Fire and Wind respectively. This is something that parties that reach Oerba (300 AF) at an early stage in their development can exploit through use of the Abilities menu	
Seeker (untameable)	Holy Water/ Cie'th Tear	Use Relentless Assault-W for blink-and- you'll-miss-it battle durations.	
White Chocobo (MED – 15%)	Chocobo Plume/ Afro & White Chick	Employs powerful physical attacks (usually in quick succession), and can Launch party members. Lower-level parties should use Delta Attack, then switch to Relentless Assault once the White Chocobo has been Staggered.	

## FRAGMENTS: TEMPORAL RIFTS OVERVIEW

All nine Fragments in Oerba (300 AF) are acquired by solving Temporal Rift puzzles (1 01); there is also a 500 CP bonus for each one. Turn to page 244 for more information and, where applicable, complete solutions.



01



#### FRAGMENT OVERVIEW

	LOCATION	RIFT TYPE	
Sparkling Runestone	Southeast of the gate in Village Proper.	Crystal Bonds	
Thrilling Milestone	By the billboard south of Chocolina.	Crystal Bonds	
Dewy Bloodstone	By the large tree at the north end of the main road in Village Proper.	Crystal Bonds	
Spinning Moonstone	West side of Village Proper.	Hands of Time	
Lovely Starstone	Village Proper, just south of the Deserted Schoolhouse; Moogle Hunt required.	Hands of Time	
Astonishing Limestone	Just south of the steps leading to the Ashensand.	Tile Trial	
Bubbly Stone	A short walk north of the steps in the Ashensand area; Moogle Hunt required.	Tile Trial	
Scorching Firestone	Appears in front of the Gate on the west side of Village Proper once you collect the Sparkling Runestone, Thrilling Milestone, Dewy Bloodstone, Spinning Moonstone and Astonishing Limestone Fragments.	Hands of Time	
Mossy Rosetta Stone	Appears in the very south of the map once you acquire the Dewy Bloodstone.	Crystal Bonds	

#### POINTS OF INTEREST

- The gate on the west side of the Village Proper area unlocks Oerba (400 AF) once activated with a Wild Artefact, but is sealed until you collect the Scorching Firestone Fragment. As we recommended earlier in the Tour Guide, a shortage of Wild Artefacts means that it is better to unlock Vile Peaks (010 AF) and leave the final Oerba visit until later in the story if you are undertaking a methodical 100% completion playthrough.
- There is a treasure box on a ledge in the northwest of Village Proper, at the top of the steps just southwest of the Deserted Schoolhouse (© 02). Use a Moogle Throw to open it and obtain the 'Flight' Gate Seal. This enables you to lock the Academia (400 AF) Gate at the Historia Crux, which provides an easy method to farm for Grade 3 Monster Materials.
- There is another treasure box in an inaccessible position in the north of Village Proper (© 03). Stand in the little nook at the north of the road that leads through the center of the village and perform a Moogle Throw to open it and obtain the 'How Things Were' Gate Seal. This is used to lock the Oerba (300 AF) Gate.



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THE ARCHYLTE STEPPE (777 AF)

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BRESHARUINS (300 AF)

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ACADEMIA (400 AF)

YASCHAS MASSIF (100 AF)

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THE VOID SEYOND (797 AF)

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A DYING WORLD (700 AF)

NEW BOOHUM (700 AF)

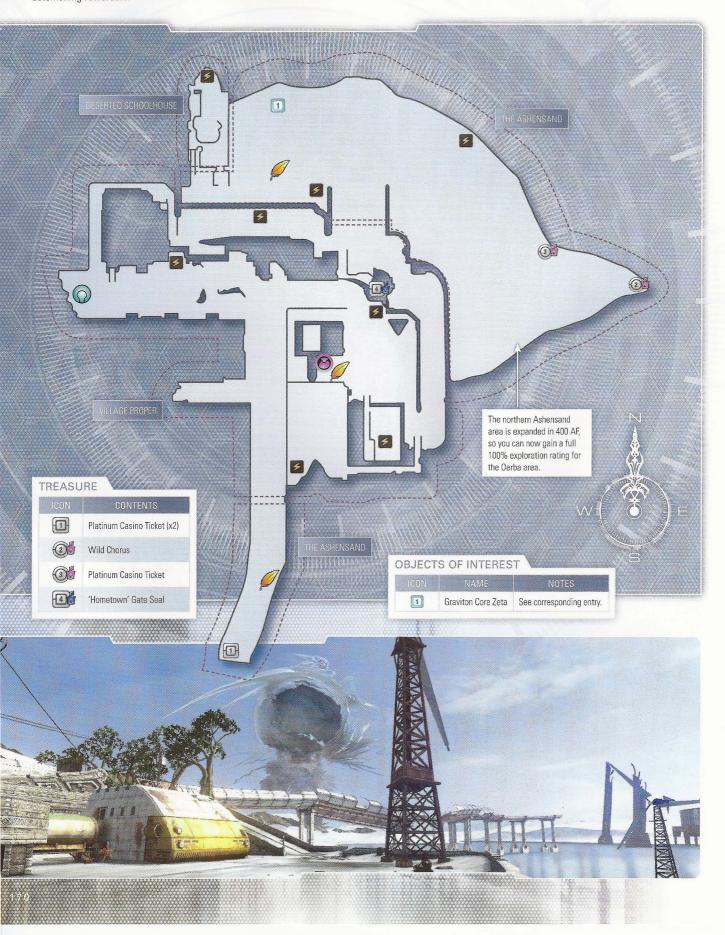
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ACADEMIA (500 AF)

VALHALLA (??? AF)

#### OERBA (400 AF)

Continuing the theme of its tributary 300 AF location, Oerba (400 AF) features eight sets of Temporal Rift puzzles to complete — and some of these are harder than anything you have faced so far. Players visiting this destination after the completion of the main storyline can also battle a rare enemy type for quite astonishing rewards...





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#### **INDIGENOUS MONSTERS**

	DROP (COMMON/RARE)	NOTES
<b>Chonchon</b> (untameable)	Painkiller/ Cie'th Tear	Use Relentless Assault-W; battles with Cie'th should rarely last more than a few seconds.
Grenade (RAV – 10%)	Power Booster/ Cobaltite	A powerful Bomb-type enemy with high HP. It is resistant to magical attacks but weak against physical assaults, so a switch to the Cerberus Paradigm may work well.
Forked Cat (SAB – 10%)	Mana Essence/ Mana Essence	Casts Cura; can be a pest if accompanying a Zaghnal, so deal with it first.
Ghast (untameable)	Potion/ Cie'th Tear	See "Chonchon".
Raspatil (untameable)	Scarletite/ Royal Armlet	This rare and dangerous monster does not appear until you have completed the main storyline. See "Raspatil" for more information.
Seeker (untameable)	Holy Water/ Cie'th Tear	See "Chonchon".
Zaghnal (RAV – 10%)	Power Essence/ Martyr's Emblem	See "Points of Interest".

#### TEMPORAL RIFTS

All eight Temporal Rifts in Oerba (400 AF) lead to the reward of a Fragment plus 800 CP (1,000 CP for the Pink Parfait Fragment). See page 251 for more information on these Rift puzzles.

FRAGMENT	LOCATION	RIFT TYPE
Farewell Madeleine	East of the Gate in Village Proper.	Tile Trial
Tremulous Muffin	Close to the billboard in Village Proper.	Tile Trial
Dishonest Mille-feuille	Inside the house southeast of Chocolina; Moogle Hunt required.	Crystal Bonds
Bittersweet Chiffon	Next to the windmill in Village Proper.	Crystal Bonds
Selfish Pancake	In the north of Village Proper, just southeast of the Deserted Schoolhouse.	Crystal Bonds
Beloved Cinnamon	On the northeast edge of the shoreline.	Hands of Time
Teatime Mont Blanc	On the northern end of the Deserted Schoolhouse rooftop; Moogle Hunt required.	Hands of Time
Pink Parfait	On the Ashensand, next to the steps; appears once you have completed all other Temporal Rifts in the area.	Hands of Time

#### GRAVITON CORE ZETA

This Graviton Core can be found on the northwest of the beach, a little to the east of the schoolhouse and directly north of a Rambunctious Chocobo (© 01).



01

#### POINTS OF INTEREST

- The treasure box floating above the tree roots just south of the steps that lead down to the shore contains the 'Hometown' Gate Seal for Oerba (400 AF); use a Moogle Throw to open it.
- The Wild Chorus found in the Ashensand area is a weapon for Serah.
   It is the equivalent of Noel's Blessed Blade, which you may have retrieved from Yaschas Massif (100 AF) earlier in your journey. It offers a huge 35% boost to Serah's Strength stat, but no additional increases to either Strength or Magic.
- Until the arrival of the Raspatil rare enemy on the Ashensand, the Zaghnal is the most redoubtable opponent you will face in this location. As with other Behemoth varieties, it will heal itself and stand on its hind legs once you reduce its HP gauge to approximately halfway. Its attacks are infrequent during this stage, but even a strong party will have cause to worry about the injuries they inflict. If in doubt, employ Delta Attack; if you encounter two Zaghnals at once, a Sentinel is advisable for parties of all levels until one has been defeated.

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#### RASPATIL

This high-level rare opponent appears in the Ashensand area once you have completed the main storyline, but can be coaxed into battle once you have the Battlemania Fragment Skill. Our strategy here is slightly geared towards profit over proficiency, as the rewards for defeating Raspatil are unparalleled. Noel is equipped with the Durable Collector Catalog to ensure that each fight leads to a reward of 25,000 CP, 100,000 gil and three Scarletites — which sell for an additional 56,100 gil with the Haggler Fragment Skill.

An average fight at the recommended stats presented here, with room for mistakes, will last for approximately six minutes. This makes it the most lucrative farming opportunity in the entire game. Raspatil will bankroll all late post-story activities that you may wish to complete, such as purchasing high-grade Monster Materials from Chocolina to max out Late Bloomers such as Twilight Odin.

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PARTY BUILD	SERAH (LEADER)	NOEL	
НР	4,000	4,500	
Strength			
Magic	500	400	
COM	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II	
RAV	Lv. 60; Bonus Boost II	Lv. 60; Bonus Boost II	
SEN	•		
SAB	Lv. 50; Bonus Boost II	-	
SYN		Lv. 11	
MED	Lv. 30; Bonus Boost II	Lv. 35; Bonus Boost II	
ATB Level	5	4	
Accessory Capacity	70	100	
Special Required	Yes	No	
Weapon	Indrajit	Romulus & Remus	
Accessories	Impeder's Opal, Poison resistance	Durable Collector Catalog	



#### PARADIGM PACK

MONSTER	ROLE	LEVEL	NOTES
Tonberry	COM	30	For maximum efficacy, infuse him with Adrenaline and Blindside. Orion and Goblin offer these abilities for a small investment in Monster Materials.
Cloudburst	RAV	40	Select an extra ATB slot at the Crystarium expansion. Develop a Gremlin to Level 30 and infuse Cloudburst with the Blizzard, Blizzara and Fearsiphon abilities.
Yakshini	SYN	30	Infuse this monster with En-(element) spells.

#### SUGGESTED PARADIGM DECK

	SERAH	NOEL	MONSTER
Tri-disaster-X	RAV	RAV	Cloudburst
Smart Bomb	SAB	RAV	Cloudburst
Bully	SAB	SYN	Tonberry
Strike Team	COM	COM	Yakshini
Cerberus	COM	COM	Tonberry
Discretion	MED	MED	Tonberry

#### Strategy Overview:

- Finding a way to defeat Raspatil with speed and consistency is quite tricky. You will do well not to prolong the fight unnecessarily. Alone, Raspatil is a negligible threat, though it does grow stronger as the battle progresses. What you need to worry about are the minions that it calls into the fray. Raspatil will begin by summoning two waves of two to four Varcolaci. After that, Vampires (and eventually Wladislauses) will start to appear and it becomes much harder to sustain any offensive momentum.
- Once a certain amount of time passes after a summoning, Raspatil will use Beseech, which essentially sacrifices any remaining minions in order to power up its next attack. Therefore, you cannot simply ignore them and focus on Raspatil, as doing so will enable it to use its strongest abilities: Darkness Cutter and Aleph Zero. Darkness Cutter, while not insignificant, is manageable, especially with a buffed party, but Aleph Zero is hard to survive without the use of Sentinels. Instead of turtling up with a defensive Paradigm, you should aim to make your party strong and be aggressive enough to obviate the need for Sentinels altogether.
- A Preemptive Strike will enable you to spend your first turn in Tri-disaster-X. Shift to Smart Bomb and spend two full turns sticking Imperil (you should be able to do so at the end of the second). Shift to Strike Team and wait until Yakshini has applied Enfire (or whichever elemental imbuement you chose).
- Now shift to Bully. The first wave of Varcolaci may have appeared by now. If not, be patient; you cannot afford to Stagger Raspatil before you deal with the first wave of minions. Besides, Noel will be casting important defensive buffs on the party. Once the reinforcements appear, spend a couple of turns casting Deshellga. Your luck with sticking it on the Varcolaci may vary, but this serves to maintain Raspatil's Chain Gauge as well.
- Return to Strike Team and let Yakshini bestow Faith on Serah and Noel, then switch to Cerberus and begin taking out the Varcolaci with extreme prejudice. Use Ruinga if they are clumped together. Make use of partial queues in order to take out each one as quickly as possible. Once the last Varcolaci has fallen (or been absorbed via Beseech), transition to Discretion to heal, and be sure to remove Poison from anyone who has it. You'll also want Noel and Tonberry to have green HP gauges to activate Adrenaline.



- It's now time to Stagger Raspatil. Alternate between Tri-disaster-X and Smart Bomb to boost the Chain Bonus to at least 950%. Manually refresh both Deshell and Imperil on Raspatil; otherwise, one or both can run out during the Stagger. Shift to Strike Team briefly so Yakshini can cast Faithga, then go all-out in Cerberus. You should be able to take out close to half of Raspatil's HP during this first Stagger, and have some time left over before the second wave of reinforcements arrive. Spend this time boosting the Chain Bonus as much as possible.
- After the second group of Varcolaci appears, shift to Bully and repeat the steps outlined for the first wave. Once they have been ushered from the battlefield, you will be ready to Stagger Raspatil for a second time. Try to refresh Deshell and Imperil before you do so.
- After the Stagger, switch to Tri-disaster-X and use Ultima Arrow, followed immediately by Cloudburst's Friendly Fire, which should be fully charged by now. Now shift to Cerberus and simply cast Ruin repeatedly. With any luck, you will take Raspatil out before the third wave of reinforcements appears, or even the end of the Stagger period. Even if the next group arrives, you may be able to focus fire on Raspatil with Tri-disaster-X if its HP gauge suggests that victory is close.
- If you are unable to realistically end the fight before the third wave appears, just repeat the cycle of actions one more time. Be sure to take out as many minions as you can to avoid any possibility of Aleph Zero being triggered. If you find this battle too technically demanding, you could alternatively leave this fight until your characters are more developed, making it less likely that Raspatil will survive beyond two Staggers.

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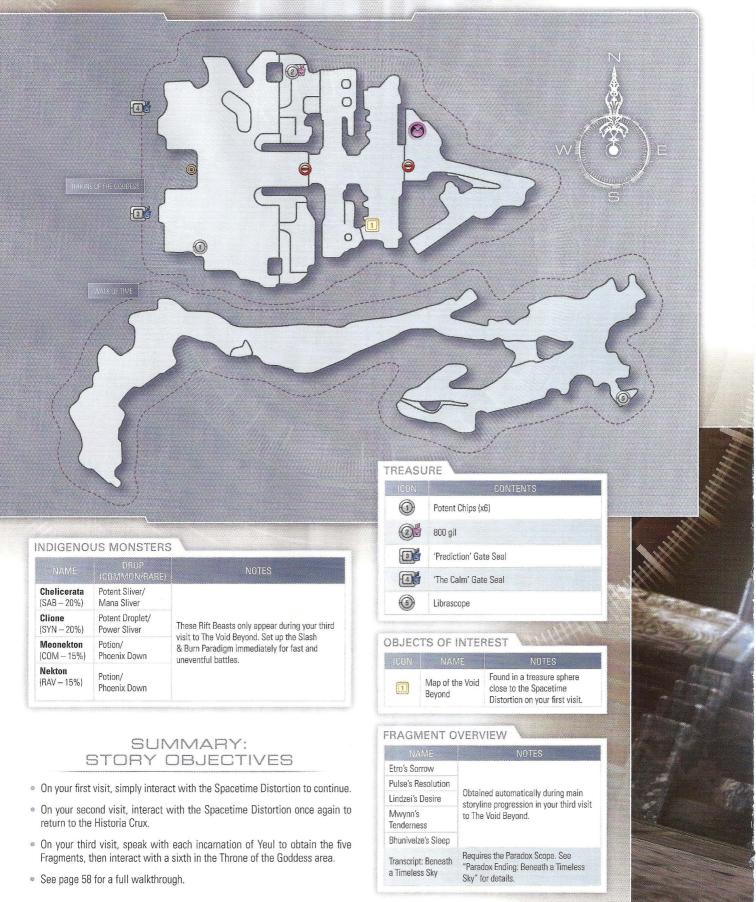
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#### THE VOID BEYOND (??? AF)

This small and eerie location is visited on three occasions during the core narrative, but has no direct access point on the Historia Crux. The only way to return here is to close Gates in Yaschas Massif (01X AF), Sunleth Waterscape (300 AF) or Academia (4XX AF) and repeat the necessary story tasks.



#### POINTS OF INTEREST

- During your second trip to The Void Beyond, don't neglect to pick up the 'Prediction' Gate Seal and 'The Calm' Gate Seal before you leave.
   The first enables you to close the Coliseum Gate, which isn't a big deal, but the second is for the Archylte Steppe – which is very useful.
- During your third (and most significant) stop in The Void Beyond, you obtain five Fragments in the course of natural story progression. Each offers a 600 CP bonus, which can be vital if Serah is drastically underleveled for the confrontation with Caius. Fortunately, the tools you need are right at hand: you can gain additional Crystogen Points, Potions and tufts of Phoenix Down by fighting the Rift Beasts in this area. If you cannot seem to beat Caius, try unlocking the Saboteur role to obtain the Wound ability. It's not pretty, and it won't be quick, but partnering Serah with a decent Sentinel (even the humble Pulse Knight) will enable you to exploit Caius's vulnerability to this spell while minimizing damage. If you equip the Grimoire Hat, you can heal through Potion use alone.

#### PARADOX ENDING: BENEATH A TIMELESS SKY

Once you have the Paradox Scope, you must replay the section of the story between the start of Academia (4XX AF) and the end of The Void Beyond to unlock this Paradox Ending. We would advise that you leave it until late in the post-story period when Serah has in excess of 5,000 HP. Though it is a challenge that can certainly be completed long before that point, this cuts the difficulty quite substantially. Ideally, you will need a strong monster Sentinel with the Mediguard ability to cut down on breaks for healing. If you favor the Bunkerbeast (which, despite its many virtues, lacks this staple skill), be sure to train it via an Infusion. A monster Commando

with the Armor Breaker ability (a Dragoon, optimally with a +25% HP passive ability Infusion, should suffice) will also help to reduce the battle time. Finally, Serah should be equipped with a weapon that increases the ATB gauge refresh rate and accessories that boost her Magic or HP stats, and she should have a stock of at least five Wound Potions.

Close the Gate in Academia (4XX AF), activate the Paradox Scope, then complete the story objectives until you head to the Throne of the Goddess area to confront Caius.

#### SUGGESTED PARADIGM DECK

	SERAH	MONSTER	STRATEGY NOTES
Building Block	SYN	SEN	Set this as your default Paradigm before the battle begins, then use it to apply vital buffs to Serah and her monster companion.
Misdirection	COM	SEN	Used to stabilize the Chain Gauge.
Arcane Defense	RAV	SEN	Employ this Paradigm to safely increase the Chain Gauge.
Lifeguard	MED	SEN	This is primarily for emergency healing when Caius targets Serah.
Slash & Burn	RAV	COM	Used to inflict maximum damage on Caius before he employs Chain Break.
Stumbling Block	SAB	SEN	Used to remove Caius's buffs while setting up the Chain Gauge for a Stagger with Arcane Defense.

#### Strategy Overview:

- This version of Caius is much stronger than the one you faced during your first stay in this area, and will employ his Absolution and Body and Soul abilities to apply numerous status enhancements; he can also cast Chain Break at any time to reset the Chain Bonus to 100%. Start the battle with Building Block to apply a full set of four buffs to Serah and her monster Sentinel. As Caius begins the confrontation with a direct attack on her before the SEN can arrest his attention, make a brief switch to Lifeguard to heal.
- Caius will almost certainly have cast Body and Soul by now. Switch to Stumbling Block for at least three turns to dispel status enhancements and inflict Deshell. He is also susceptible to Poison (which negates his regenerative capacity), but this has a fairly low success rate.
- Switch to Arcane Defense to Stagger him, then switch to Misdirection to inflict harm. After the inevitable Chain Break, Caius will follow up with Absolution. This is your cue to return to Stumbling Block and repeat the previous steps.
- While you can continue the above strategy (with occasional breaks for healing and buffing when required) to safely grind Caius to a defeat with cumulative Wound damage, this can take between 15 and 25 minutes. A faster but more risky strategy is to pick optimal moments to switch to all-out offensive with Slash & Burn. Watch Caius closely: you will notice breaks in his attack where he arrogantly circles the party. If you time your shift to coincide with this "dormant" phase, you can press for a quick KO.
- Caius will automatically restore himself when you first reduce his HP to zero, though any Wound damage you have inflicted will remain in effect.

When the battle ends, you will be returned to the Historia Crux, where the New Bodhum (??? AF) location will appear. Select this to view the Paradox Ending, and obtain the Transcript: Beneath a Timeless Sky Fragment and 10,000 CP. You can now open the Academia (4XX AF) Gate to continue your travels.

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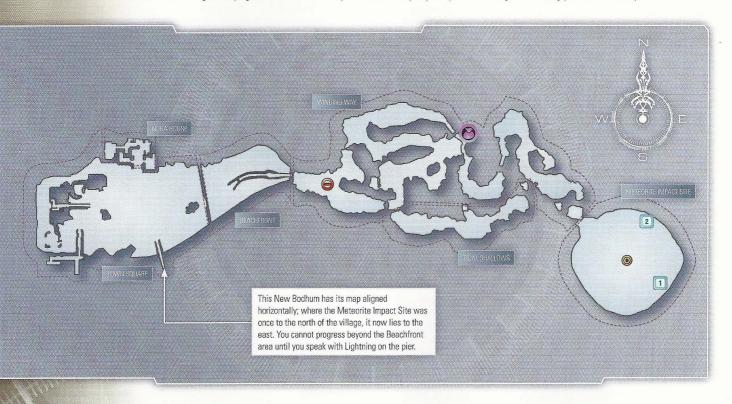
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#### THE VOID BEYOND: NEW BODHUM

Also known as "Hollow Seclusion", this facsimile of New Bodhum in happier times can only be visited via a trip through The Void Beyond. Though you will need to revisit it at least once to unlock a Paradox Ending in A Dying World at a later date, you should still try to pick up its three Fragments during your first brief stay.



#### **OBJECTS OF INTEREST**

1	Fang's Crown			
[2]	Vanille's Fruit	Available in treasure boxes once you have spoken to Vanille		

#### FRAGMENT OVERVIEW

NAME	NOTES	
Transcript: Fate and Freedom	See the "Paradox Ending" entry.	
Fang's Crown	Con corresponding outre	
Vanille's Fruit	See corresponding entry.	



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AUGUSTA TOWER (300 AF)

COLISEUM (777 AF)

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YASCHAS MASSII (180 AF)

AUGUSTA TOWER (200 AF)



NAME	DROP (COMMON/RARE)	NOTES
Chonchon (untameable)	Painkiller/ Cie'th Tear	Blink and you'll miss them: they should fall to the very first area-of-effect spell.
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These Rift Beasts are perhaps a little too powerful for an average party
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence	at this stage in the story, especially with your ranks reduced by one. They are relatively rare here, but can be farmed in later destinations for their valuable drops; we suggest that you avoid them for now.
Seeker (untameable)	Holy Water/ Cie'th Tear	Much the same as the Chonchon; an irrelevance by this stage in the story.
Strigoi (untameable)	Tear of Remorse/ Segmented Carapace	The Strigoi's "Wail" ability has a high probability of inflicting the Daze status ailment, which will prevent Serah and her monster companion from acting until the effect expires or they are attacked. You can remove it immediately with a Remedy.

#### SUMMARY: STORY OBJECTIVES

- Enter the NORA house, then speak to Lightning on the pier. Refuse her offer.
- Fight your way to the Meteorite Impact Site, then speak to the person at the waypoint. Interact with the Spacetime Distortion to return to the Historia Crux, then select A Dying World to continue.
- See page 59 for a full walkthrough.

#### PARADOX ENDING: FATE AND FREEDOM

When you speak to Lightning on the pier, select "Yes" when the Live Trigger appears to unlock this Paradox Ending and obtain the Transcript: Fate and Freedom Fragment and 1,500 CP. After the cinematic ends, you will be returned to the Historia Crux. Select the Hollow Seclusion destination. When you converse with Lightning a second time, be sure to rebuff her offer.

#### FRAGMENTS: FANG'S CROWN & VANILLE'S FRUIT

These two Fragments appear in treasure boxes in the Meteorite Impact Site once you have spoken to Vanille during your progression in the main storyline ( 01). Be sure to collect them both before you leave. The only way to return to Hollow Seclusion is to close the Academia (4XX AF) Gate at the Historia Crux, then complete all objectives up to the end of the fight with Caius in The Void Beyond.



#### POINTS OF INTEREST

- Though Chocolina has a store set up on the Winding Way, her inventory offers nothing new. As there are no items to collect or points of interactivity, take the Tidal Shallows shortcut to reach the waypoint at the Meteorite Impact Site.
- Though you should be well acquainted with the Chonchon and Seeker by now, the Strigoi, Pantopoda and Pleuston are new enemy varieties. Don't feel obliged to fight them: all three appear in other areas, and the rewards they offer really aren't worth the trouble of facing them with a party of two.

THE VILE PEAKS (200 AF) 01

THE VILE PEAKS

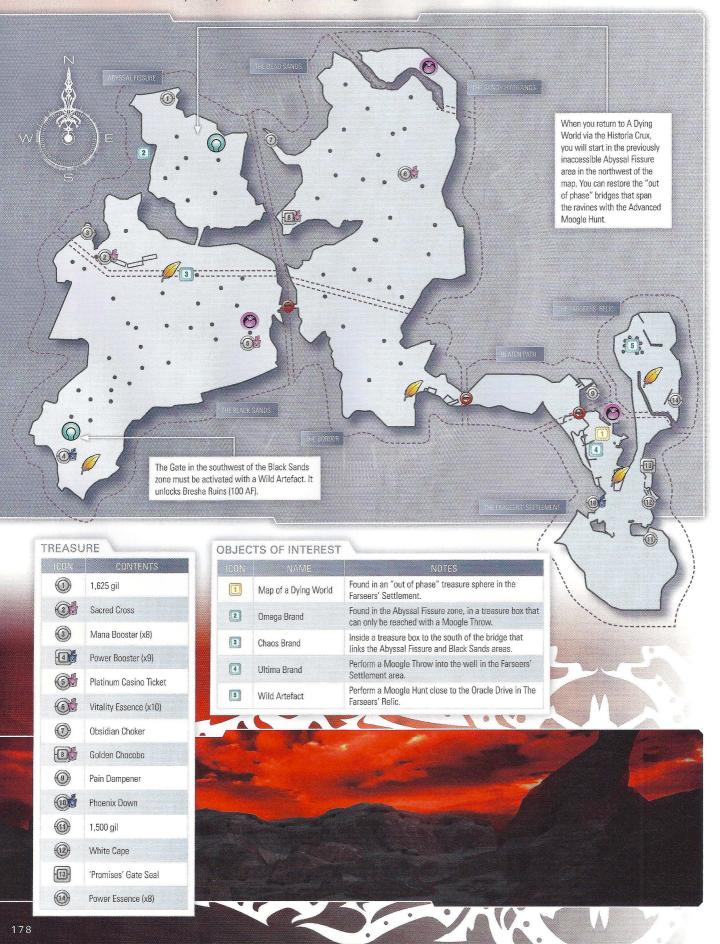
OERBA (300 AF)

OFRBA (400 AF)

VALHALIA (722 AF)

#### A DYING WORLD (700 AF)

Though you can open a number of treasure spheres and treasure boxes on your story-focused journey through this desolate location, we find that it is better to leave them for later and collect them methodically when you return to pick up additional Fragments.





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NAME	NOTES NOTES		
Gogmagog Fragment Gamma	Obtained through core story progression.		
Omega Brand	Can only be collected once you return here via the Historia Crux. See "Fragments" for further details.		
Chaos Brand			
Ultima Brand			
Transcript: Heir to Chaos	See the "Paradox Ending" entry for details.		

#### INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES		
Apotamkin (RAV – 2%)	Potent Orb/ Enigmatic Fluid	Low-level parties may need to start the battle in Delta Attack when they face these Spooks in large numbers. See "Points of Interest" for further information.  Powerful and resilient, even fairly well-leveled parties should treat these opponents with respect — especially when encountered in groups of three. Start the battle with Delta Attack, heal as required, then switch to Relentless Assault to accelerate the battle time in the closing stages of the fight.		
Garganzola (COM – 2%)	Potent Orb/ Mutant Extract			
Metallicactuar (COM – 5%)	Potent Booster/ Hermes Sandals	This rare and unusual monster can appear in all areas where monster confrontations are possible. See "Points of Interest" for details.		
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These opponents can appear in all areas after the confrontation with Gogmagog, but disappear from the map once you leave via the Spacetim Distortion at The Farseers' Relic.		
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence			
Chonchon (untameable)	Painkiller/ Cie'th Tear	Cie'th only appear in and around the Farseers' Settlement zone, and are completely absent from the larger western section of the map.		
Seeker (untameable)	Holy Water/ Cie'th Tear			
Strigoi (untameable)	Tear of Remorse/ Segmented Carapace			

#### SUMMARY: STORY OBJECTIVES

- Follow Noel, approaching him (or interacting with other characters when the speech bubble icon appears) until you reach a short fight with Caius.
- Continue to trail Noel until you trigger a confrontation with Gogmagog.
- Travel to the waypoint in the Farseers' Relic area and interact with the Oracle Drive. Speak with Mog, then step into the Spacetime Distortion to leave.
- See page 60 for a complete walkthrough.

#### WILD ARTEFACT

When you return to A Dying World from the Historia Crux, travel to The Farseers' Relic and perform a Moogle Hunt close to the Oracle Drive. Examine it to begin a cutscene. When the Live Trigger appears, the correct answer is "I can do this."

Once the conversation ends, collect the Wild Artefact that appears ( 01). This is the ninth (and final) of these items that you can collect for free. The tenth, required for 100% completion, must be purchased from Serendipity: see page 117.



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OERBA (200 AF)

YASCHAS MASSIF

AUGUSTA TOWER (300 AF)

SUNLETH WATERSCAPE (300 AF)

COLISEUM (7?? AF)

THE ARCHYLTE STEPPE (??? AF)

BRESHA RUINS

YASCHAS MASSIF (110 AF)

ACADEMIA (400 AF)

YASCHAS MASSIF (100 AF)

SUNLETH WATERSCAPE (400 AF)

AUGUSTA TOWER (200 AF)

ACADEMIA (4XX AF)

THE VILE PEAKS (200 AF)

THE VILE PEAKS

DERBA (300 AF)

OERBA (400 AF)

THE VOID BEYOND (7?7 AF)

BRESHA RUINS

ACADEMIA (500 AF)

VALHALLA (787 AF)

#### FRAGMENTS

A Dying World has three Fragments that can be retrieved from treasure boxes once you return via the Historia Crux. Each one leads to a bonus of 800 Crystogen Points:

- Omega Brand: This is found in a treasure box on a rock outcrop directly west of the Gate in the Abyssal Fissure zone. Use a Moogle Throw to open it (190 02).
- Chaos Brand: Inside a treasure box to the south of the bridge that links the Abyssal Fissure and Black Sands areas, right next to a Rambunctious Chocobo (10) 03).
- Ultima Brand: You'll hear this one before you see it. Perform a Moogle Throw into the well in the Farseers' Settlement area ( ) 04).

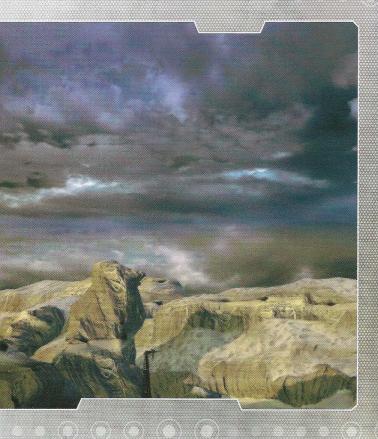


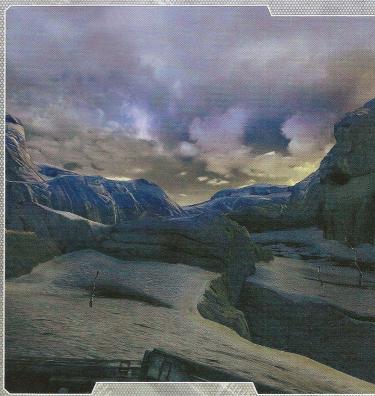
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#### PARADOX ENDING: HEIR TO CHAOS

You must finish the main storyline and obtain the Paradox Scope to unlock this well-hidden Paradox Ending. It would be wise to wait until Noel has over 6,000 HP before you attempt it; this makes the battle result a formality. Close the Academia (4XX AF) Gate, be sure to deactivate the Paradox Scope, then replay all story objectives until you reach New Bodhum. With the potential Beneath a Timeless Sky Paradox Ending safely behind you (see page 175), reactivate the Paradox Scope, then continue on to reach A Dying World.

Once again, Caius is a far stronger opponent - but this fight is actually much easier than Serah's trial in The Void Beyond. Start by casting buffs (Vigilance being fairly critical), then - after a brief break to heal injuries sustained in his opening combo - switch to the Saboteur role to inflict Deprotect. You can then jump to Ravager to Stagger Caius, before a transition to Commando for the coup de grâce. Your opponent will use his classic trick of fully replenishing his HP when you first reduce his gauge to zero but, lacking any buffs or the advantage of a first strike after his revival, he's much easier to knock down a second time.

When the battle ends, you will be returned to the Historia Crux. Select the new A Dying World (??? AF) location to view the Paradox Ending cinematic. When it ends, your reward is 10,000 CP and the Transcript: Heir to Chaos Fragment.



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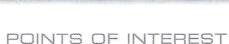
DERBA (300 AF)

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- The Metallicactuar can appear in all areas where enemy confrontations take place, though we would recommend the Farseers' Settlement as the most efficient hunting ground - the Cie'th in that area are much easier to escape from than the Garganzola and Apotamkin in the west of the map. If you achieve a Preemptive Strike, this diminutive devil will use its Shadowbind ability to dispel Haste, before repeating it to "freeze" party members in place; in a standard encounter, it will just freeze them immediately. Once both Serah and Noel are static, the Metallicactuar will flee. At high levels, it's just about possible to deplete the creature's HP with Relentless Assault before it can make its escape. At lower levels, you can instead use an interesting trick. If you set up a Paradigm with at least one Sentinel and a Synergist, the Metallicactuar will instead opt to use its (rather inconsequential) Kick ability. Once your party has a handful of buffs, switch to Relentless Assault to end the fight. This creature can be tamed and has the Hermes Sandals accessory as its rare drop.
- A treasure box on the west side of the Dead Sands area contains the Golden Chocobo crystal (© 05). This is the only one of these in the entire game, so be careful not to carelessly lose or infuse it. This Well-Grown monster is a solid, reasonably cost-effective COM that can grow to have in the region of 836 Strength, 663 Magic, 8,356 HP, most major Commando abilities and the very useful Armor Breaker ability. It can also perform well in the Serendipity Chocobo races (see page 119).

The 'Promises' Gate Seal enables you to lock the Academia (4XX AF) Gate at the Historia Crux. This is essential to obtain two Paradox Endings.

- If you would like to purchase the Angel's Bow and Nomad's Machete weapons from Chocolina, you can farm Strigoi in the Farseers' Settlement area to obtain their exclusive rare drop: the Segmented Carapace.
- The Apotamkin has a miserly 2% base crystal capture rate, but it's a worthwhile addition to your Paradigm Pack - especially if you need to farm generic monsters for rare drops. An Early Peaker that requires 66 Grade 3 Monster Materials to max out, it has the Gilfinder II and Item Collector passive abilities, and all elemental spells in its repertoire. Its maxed HP (using Potent Orbs) is rather low at 3,544, but you can address this with a suitable Infusion - a cheap Level 20 Pulse Knight will offer an increase to a serviceable 4,390 HP. The Apotamkin is also your sole source of the Enigmatic Fluid Component, required for a handful of Durable accessories.
- The Apotamkin and Garganzola opponents offer a plentiful supply of Potent Orbs, with the former presenting the optimal farming opportunity - they're easier to beat, and usually appear in greater numbers. The Garganzola also has the Mutant Extract Component as its rare drop - a requisite for the Trollspike and Shellbreaker weapons.
- Closing the A Dying World Gate and visiting the location restarts you at the point where Mog reappears in the Farseers' Relic zone. If you would like to repeat the main story events that occur in this area, you will need to close the Gate in Academia (4XX AF) and play through The Void Beyond and Hollow Seclusion beforehand.





## NEW BODHUM (700 AF)

This brief trip to Serah's deserted hometown lies at the end of the main story section that began in The Void Beyond, and ends with a return to the full Historia Crux.

#### TREASURE

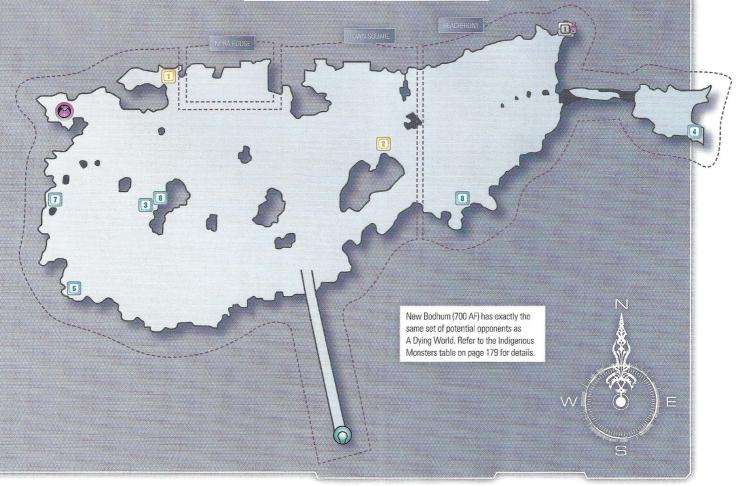
ICON	CONTENTS
	Phoenix Blood

#### FRAGMENT OVERVIEW

NAME	NOTES
Cartesian Board	
Laplacian Board	See the "Fragments" entry.
Hope's Message	
Noel's Message	
Serah's Message	

#### **OBJECTS OF INTEREST**

ICON	NAME	NOTES
0	Artefact of the Ark	Obtained automatically during main storyline progression.
2	Map of New Bodhum (700 AF)	Found in a treasure box in the Town Square area.
[3]	Supply Sphere Access Code	Found inside the same treasure box as the Hope's Message Fragment.
4	Cartesian Board	Found in an "out of phase" treasure box on the east side of the Beachfront area.
5	Laplacian Board	Inside a hidden treasure box on the west side of the Town Square area.
6	Hope's Message	Found in an Advanced Moogle Hunt treasure box on the west side of the Town Square.
7	Noel's Message	Complete the main storyline and return to the area with the Paradox
8	Serah's Message	Scope enabled.



### SUMMARY: STORY OBJECTIVES

- Interact with the Spacetime Distortion.
- Collect the Artefact of the Ark from its position just to the west of the derelict NORA House.
- Use the Artefact of the Ark to activate the Gate and return to the Historia Crux. This unlocks A Dying World (700 AF), New Bodhum (700 AF) and Academia (500 AF) as possible destinations. Choose the latter to continue the main storyline.
- See page 61 for a full walkthrough.

### ADVANCED MODGLE HUNT



Once you return to the Historia Crux, there are two treasure spheres that you can now open in locations visited at an earlier date. The first (containing the Blue Pilot's Badge adornment) is on the 13th Floor in Augusta Tower (300 AF); the second (containing an Elixir) is in the Grand Avenue Palace of Dreams area in the 400 AF or 4XX versions of Academia.

### FRAGMENTS

There are three Fragments that you can collect on your first visit to this area, and a further two that you can pick up after you complete the main storyline. Each one offers a bonus of 600 Crystogen Points.

- Cartesian Board: This is found on the far east side of the map, hidden among tree branches. On arrival in the area for the first time, you cannot perform the necessary Moogle Hunt to reveal and Moogle Throw to open it until the Live message disappears.
- Laplacian Board: Move to the southwest side of the Town Square area and wait until Mog reacts; he will push through the branches to approach an "out of phase" treasure box. Perform a Moogle Hunt once he is in position, then use a Moogle Throw to collect the Fragment from the box.
- Hope's Message: After interacting with the Spacetime Distortion and obtaining the Advanced Moogle Hunt, this Fragment is hidden inside a treasure box in the center of the Town Square area.

Once you have the Paradox Scope, return to New Bodhum (700 AF) with the Paradox Scope enabled to collect the final two Fragments.
 Serah's Message is found in the south of the Beachfront area;
 Noel's Message is on the far west side of the Town Square.

### POINTS OF INTEREST

- You must fully explore this location and New Bodhum (003 AF) to obtain the Travel Guide: New Bodhum Fragment from Miss Horizon in Academia (400 AF).
- Cie'th are most common on the west side of the map; on the east side, Pantopoda and Pleuston are the most common enemy types.
   The Garganzola and Apotamkin tend to appear in front of the derelict NORA House.
- Unlike A Dying World, the Pantopoda and Pleuston enemies are not removed from this map once you return to the Historia Crux, which makes it a great place to farm Pleustons for their rare drop, the Potent Essence. You will also accumulate a healthy stock of Potent Orbs, with a (albeit small) chance of occasional vials of Phoenix Blood.
- Once you leave New Bodhum to return to the Historia Crux, head straight for Serendipity to collect two new Fragment Skills from the Mystic. The Anti-grav Jump gives your party leader a limited capacity to float when you hold ◎/⑤, increasing their maximum jumping distance. This skill is a must for the platforming puzzles in Academia (500 AF). The Bargain Hunter skill is no less valuable: it reduces the cost of all items in shops (including the Casino Vendors in Serendipity) by 25%.

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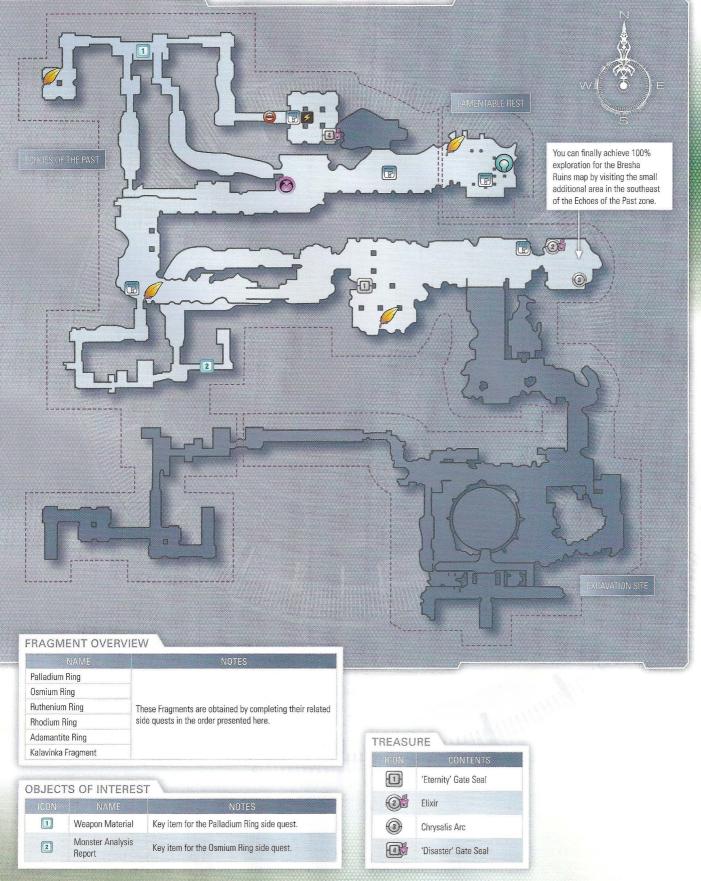
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### BRESHA RUINS (100 AF)

The final "optional" destination on the Historia Crux, Bresha Ruins (100 AF) features a complex side quest that enables Serah and Noel to tie up loose ends in Bresha Ruins (300 AF) and Yaschas Massif (100 AF).



### INDIGENOUS MONSTERS

	DROP (COMMON/RARE)	NOTES	
Don Tonberry (COM – 10%)	Scarletite/ Hermes Sandals	A rare and powerful Distortion enemy; see its entry below for details.	
Munchkin Potent Engine/ (COM – 10%) Power Booster		These are no challenge to your	
Munchkin Maestro (RAV – 10%)	Potent Engine/ Vitality Booster	party at this stage in the story. The Munchkin Maestro is encountered less frequently than its smaller kin.	
Purple Chocobo (SYN – 15%)	Chocobo Plume/ Afro & Purple Chick	An uncommon opponent, the Purple Chocobo can also be found in Bresha Ruins (300 AF). See page 126 for details.	
Tempest (RAV – 10%)	Rhodochrosite/ Wind Aegis	Unremarkable as an opponent, but its rare drop is the final Aegis accessory that you can collect.	

### DON TONBERRY

### RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL
HP	2,750	3,500
Strength		
Magic	350	-
COM		
RAV	Lv. 60; Bonus Boost II	-
SEN		Bonus Boost II
SAB		-
SYN		
MED	Lv. 30; Bonus Boost II	-
ATB Level	4	4
Accessory Capacity	70	50
Special Required	Yes	No
Weapon	Indrajit	-
Accessories	Physical resistance	Bloodguard

### PARADIGM PACK

	ROLE		NOTES
Dragoon	сом	20	Max out this Commando with Power Chips to learn Armor Breaker, which makes him ideal for this fight: Don Tonberry halves all physical and magical damage.
Yakshini	SYN	30	You will definitely want at least the first Crystarium expansion for an extra ATB segment. With the second expansion, you can select Bonus Boost to increase the duration of Bravery and Faith.
Flanitor	MED	23	Take the three extra levels past the first Crystarium expansion for the HP boosts and Cura. Choose an extra ATB segment as your expansion bonus.

### SUGGESTED PARADIGM DECK

	SERAH	NOEL	MONSTER
Delta Attack	RAV	SEN	Dragoon
Delta Attack	RAV	SEN	Dragoon
Riot Shield-X	RAV	SEN	Yakshini
Solidarity	MED	SEN	Dragoon
Combat Clinic	MED	SEN	Flanitor
Consolidation	SEN	SEN	Flamitor



- Don Tonberry cycles through two distinct phases: the "Knife" phase (default) and the "Bloody Knife" phase. Each is punctuated by the clearing of the Chain Gauge. With proper execution, this battle should be over after the enemy goes through both these phases exactly once.
   Don Tonberry is immune to all status ailments, so Saboteurs are useless in this fight.
- After one turn in Delta Attack, shift to Riot Shield-X and allow Yakshini to bestow Bravery and Faith on everyone. Once this is done, return to Delta Attack. You should be close to achieving a Stagger; use Ultima Arrow immediately after doing so. Use the ATB Refresh technique between the two Delta Attack Paradigms to maximize your damage (see page 199). If anyone is in need of healing, use Solidarity. The reason for this very aggressive opening is that Don Tonberry becomes much more resistant to Chain Bonus growth during the Bloody Knife phase. Therefore, you should aim to deplete 40-50% of his health during the Knife phase.
- Do not neglect your health too much. Use Solidarity and Combat Clinic as needed and be sure to remove Poison from anyone other than Noel. At the end of the Knife phase, Don Tonberry will use Deep-seated Grudge, which does heavy damage to the whole party. Tank the hit with Consolidation and heal up in Combat Clinic before you begin to increase the Chain Gauge in Delta Attack,
- During the Bloody Knife phase, Don Tonberry will attack Noel repeatedly and chip away at his health, causing Wound damage; this can become unmanageable without a Bloodguard accessory or Wound Potions. Otherwise, this is actually the easier of the two phases to deal with, as Noel will attract the enemy's undivided attention, leaving Serah and the Dragoon to prepare for another Stagger. Use Solidarity when necessary to heal Noel.
- Wait until the Chain Bonus is at around 190% during the Bloody Knife phase before shifting to Riot Shield-X. Yakshini should finish buffing just before the Stagger. Now switch between the two Delta Attacks to pile on the damage. The end of the Stagger period should roughly coincide with the "Vengeance is...forgotten" notification, signaling the end of the Bloody Knife phase. If you do not defeat him beforehand, finishing off Don Tonberry will by now be little more than a formality.

DERBA (200 AF

YASCHAS MASSIF

AUGUSTA TOWER (300 AF)

SUNLETH

COLISEUM (??? AF)

THE ARCHYLTE

SERENORPITY (727 AF)

BRESHA RUNS (360 AF)

YASCHAS MASSIF (110 AF)

ACADEMIA (400 AF)

YASCHAS MASSIF

SUNLETH WATERSCAPE (400 AF)

AUGUSTA TOWER (200 AF)

ACADEMIA (4XX AFI

THE VILE PEAKS

THE VILE PEAKS

OERBA (300 AF)

OERBA (400 AF)

THE VOID BEYOND (??? AF)

A DYING WORLD (700 AF)

NEW BODHUM (700 AF)

BRESHA RUNK

CADEMIA

VALHALLA

### FRAGMENT: PALLADIUM RING

To begin this side quest, speak to Pat, who is standing a short walk away west of your starting position. Head into the northwest tunnel to find a treasure box (5) cap; after the necessary Moogle Hunt, open it to collect the Weapon Material key item. To save on travel time, continue on to complete the Osmiurn Ring and Ruthenium Ring side quests before you return to Pat. Once you hand the Weapon Material over, you will be rewarded with the Palladium Ring Fragment and 1,000 CP.



01



### FRAGMENT: OSMIUM RING

Speak to the Professor by the north entrance to the west tunnel section to begin the Osmium Ring side quest. Head straight into the tunnel, then use the Moogle Hunt ability to reveal the Assistant on the east side (© 02). Strike up a conversation to obtain the Monster Analysis Report, then return this to the Professor to obtain the Osmium Ring Fragment and 1,000 CP.



02

### FRAGMENT: RUTHENIUM RING

Speak to Walter in the southeast of the Echoes of the Past area to begin the Ruthenium Ring side quest, then talk with the nearby Raymond three times (© 03), offering the following conversational gambits when each Live Trigger prompt appears:

- "Are you the famous Raymond?"/"You've gotta be the famous Raymond."
- "That's an extraordinary weapon!"/"That's an amazing weapon."
- "I'd love for you to teach me how to fight!"/"You've gotta teach me how to fight sometime!"

You receive the Ruthenium Ring Fragment and 1,000 CP automatically on completion of the third Live Trigger, though you can still speak to Walter to learn about the results of the research if you wish.



na.

### FRAGMENT: RHODIUM RING

Requirements: Complete the Palladium Ring, Osmium Ring and Ruthenium Ring side quests.

Speak to Ronan by the gravestone in the Lamentable Rest area to begin the Rhodium Ring side quest (© 04). Return to the Historia Crux and travel to Bresha Ruins (300 AF), then head for Lamentable Rest. Examine the stuffed carbuncle to obtain the Old Device key item, then return it to Ronan to acquire the Rhodium Ring and 1,000 CP. This also triggers a cutscene where Serah and Noel speculate on the cause of the local paradox; once this ends, the barrier that barred the party's passage into the room with the control device in the northwest tunnel is removed. This unlocks the Adamantite Ring side quest.



### FRAGMENT: ADAMANTITE RING

Requirements: Complete the Rhodium Ring side quest.

Head to the room with the Atlas control device and speak to Porter to begin the Adamantite Ring side quest ( 05). This challenges you to find two passwords in different Historia Crux locations. These are actually Fragments, so completing this quest also enables you to reach 100% completion for Yaschas Massif (110 AF) and Bresha Ruins (300 AF).

- Control Device Password 1: Visit Yaschas Massif (100 AF) and speak to Uma at the command center in the Paddraean Archaeopolis to obtain the Thorne's Information key item. Return to the Historia Crux, then travel to Yaschas Massif (110 AF). Head to the dead end directly south of the Archaeopolis and perform a Moogle Hunt to reveal the "out of phase" man there. Speak to him, then answer "Thorne" when the Live Trigger appears to obtain the password.
- Control Device Password 2: Travel to Bresha Ruins (300 AF) and head to the room with the Atlas control device. Speak to the officious Government Agent, then examine the device to begin three Tile Trial Temporal Rift puzzles: see page 247 for solutions.

Once you have both passwords, return to Porter in 100 AF to obtain the Adamantite Ring Fragment and 1,000 CP. As this quest enables you to collect the final Fragment in the Yaschas Massif areas, you may now also be able to obtain the Encounter Master Fragment Skill: see page 125.



### FRAGMENT: KALAVINKA

Requirements: Complete the Adamantite Ring side quest.

Speak to Porter again to trigger a cinematic, then accept the Kalavinka Fragment side quest. Travel to the waypoint in the southeast of the map to begin a fight with the monster (60 06). If you have a suitable Synergist and Saboteur, the Premeditation Paradigm (SYN, SAB, SEN) can both accelerate the battle (Kalavinka is susceptible to Deprotect) and provide additional protection for less well-developed parties. Delta Attack and Solidarity are the only two other Paradigms you will need, and will suffice if Serah and Noel are not yet suited to Premeditation.

Kalavinka has some powerful attacks (Hellstorm Bolt being a particular danger), but these are perfectly manageable with a suitable Sentinel present. Spend a few turns in Premeditation to apply buffs and inflict Deprotect and Deshell, then switch to Delta Attack to go on the offensive. Despite its billing as a beast that can threaten the safety of an entire world, Kalavinka falls quickly once Staggered.

Your reward for defeating this beast (and, perhaps, for overlooking the earlier hyperbole) is the Kalavinka Fragment, 4,500 CP and - much to Mog's disdain - the utterly useless Toilet Paper Coupon item. There is, however, a secondary reward that might escape your attention: the completion of this side quest chain means that you can now collect every possible Fragment in Bresha Ruins and Yaschas Massif. Doing so unlocks the Rolling in CP Fragment Skill in Serendipity. See page 125 for details.



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OERBA (200 AF)

YASCHAS MASSIF (01X AF)

SUNLETH WATERSCAPE (300 AF)

COLISEUM (777 AF)

YASCHAS MASSIF (110 AF)

AUGUSTA TOWER

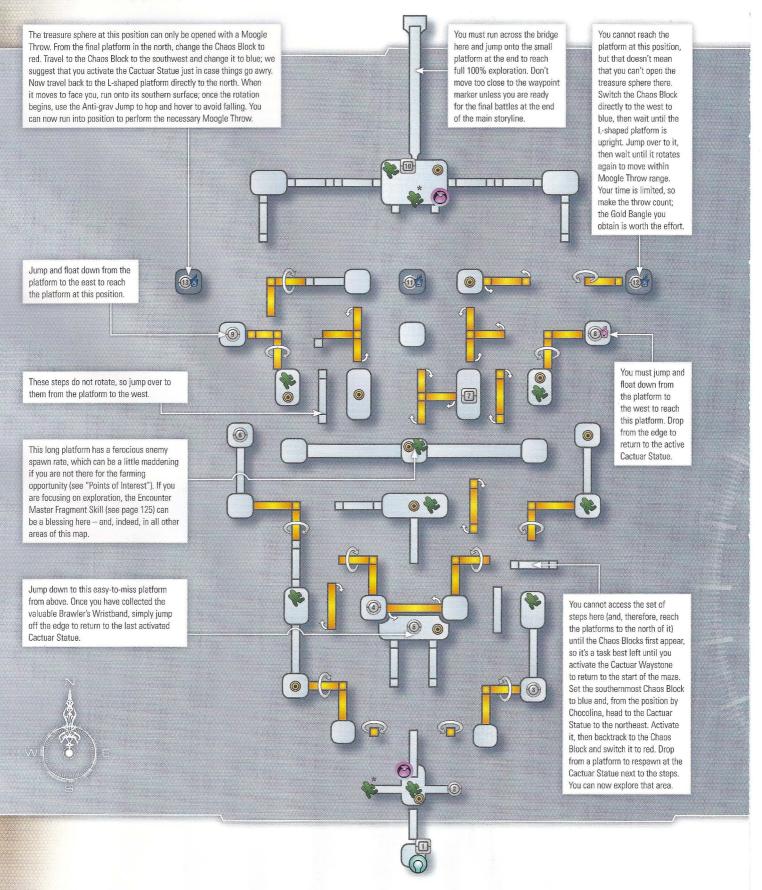
THE VILE PEAKS



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### ACADEMIA (500 AF)

Though its maze of platforms may seem intimidating at first, Academia (500 AF) is actually fairly easy to navigate once you have familiarized yourself with its layout. For those willing to explore, it has a number of noteworthy collectibles and some powerful rare enemies — but be sure to collect the Anti-grav Jump Fragment Skill from the Mystic in Serendipity before you start.





	DROP (COMMON/RARE)	NOTES
<b>Apkallu</b> (COM – 10%)	Potent Orb/ Magistral Crest	Only encountered on the east side of the map, just north of the long central platform. Increasing the Chain Bonus is absolutely vital. Once Apkallu uses its Power Spritz ability, it can take out weak (sub-2,500 HP) party members with a single Rush attack. Aim for a quick takedown with Relentless Assault.
Bamapama (SAB – 10%)	Potent Orb/ Starblossom Seed	Commonly found on the southeast side of the map; always accompanies a single Mimi.
<b>Mánagarmr</b> (COM – 10%)	Potent Essence/ Spined Horn	Inflicts status ailments with its Accursed Breatl ability, and significant Lightning damage (plus Wounds) with Storm Conduction. Vulnerable to Poison and Deprotect; start with the Matador Paradigm, then press for the kill with Delta Attack (or, at higher levels, Relentless Assault).
Miquiztli (SYN – 3%)	Vitality Orb/ Moonblossom Seed	Appears with Xolotl on the northeast platform. See "Points of Interest".
<b>Mimi</b> (SAB – 10%)	Potent Orb/ Starblossom Seed	This opponent can summon Xolotl, Mánagarmr, or the devastating Proto-behemoth into the fray Target it first; if you are lucky, you can destroy it before it employs this ability. It is invincible during the summoning phase, so target its Bamapama allies once it begins.
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These appear on the long central platform, but shouldn't be a challenge. If you cannot beat
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence	them with Relentless Assault, it's a definite indication that your party is underleveled for this area (and doubly so for the final boss battles that follow).
Proto- behemoth (COM – 10%)	Sinister Fang/ Kaiser Knuckles	See Points of Interest for details.
Schrodinger (SAB – 10%)	Potent Orb/ Fractal Pot	Appears with the Proto-behemoth on the northwest platform. Target them immediately before they can inflict Deprotect.
<b>Tezcatlipoca</b> (SEN – 3%)	Moonblossom Seed/ Unicorn Horn	A rare enemy; see below for details.
<b>Yeoman</b> (COM – 10%)	Potent Booster/ Superconductor	These appear in large groups and attack relentlessly. Low-level parties should employ Delta Attack.
Xolotl (SEN – 3%)	Mana Orb/ Moonblossom Seed	Appears with Miquiztli on the northeast platform. See "Points of Interest".



This rare enemy may appear on the northeast platform, but only once. To respawn it, you will need to close the Gate and go through the entire maze again. Activate the Battlemania Fragment Skill to avoid encountering Xolotl and Miquiztli instead.

### RECOMMENDED PARADIGM DECK

		NOEL	MONSTER	STRATEGY NOTES
Tri-disaster Tri-disaster	RAV RAV	RAV RAV	RAV	You will need to Stagger the enemy as soon as possible; use ATB Refresh (see page 199), as well as the Gandiva and Grasitha weapons
Tortoise	SEN	SEN	SEN	Turtle up for Bellow, Raging Torrent, and Tezcatlipoca's unnamed "focus" charge attack.
Variety	SAB	RAV	Flanitor	Use this to stick Poison as soon as possible while continuing to increase the Chain Bonus.
Salvation-W	MED	MED	Flanitor	Flanitor should be at least Level 34 to use Esunada, which will expedite the removal of debuffs after every Bellow.
Ruthless	SAB	COM	BAV	After Staggering, inflict Deprotect and Deshell for an extra boost in damage to deplete your opponent? remaining HP.



### Strategy Overview:

- Poison will do most of the work for you in this fight. There is only one real obstacle – if not Staggered, Tezcatlipoca will heal fully after its HP drops to approximately one-third. Therefore, you need to Stagger before Poison works too quickly and triggers his recovery.
- It is quite difficult to obtain a five-star rating with an underdeveloped party. With stronger characters you will need to spend less time tanking and healing, and can focus on inflicting Poison and Staggering as soon as possible.



### POINTS OF INTEREST

- Visiting Academia (500 AF) for the first time unlocks a significant update to Chocolina's inventory. This includes the Izanami and Vajradanda weapons, which offer excellent raw Strength and Magic boosts. She also sells Grade 3 and Grade 4 Monster Materials, though we would caution against spending hard-earned gil on these right now. This story milestone also unlocks additional items in Chocolina's "Special" category in other areas: see page 270 for details.
- The Pacos Amethyst and Pacos Luvulite sub-bosses can drop Scarletite (30% base chance) and Platinum Ingots (with a less impressive 1% chance). You can close the Gate to repeat this battle and farm these, ideally with a Durable Collector Catalog equipped and a monster with the Item Collector passive ability.
- The Proto-behemoth is extraordinarily strong in its default posture on four legs, but can annihilate even well-leveled parties with ease once it transitions to an upright posture. The best way to defeat it is to start the battle by applying buffs to all characters (ideally in a SYN-SYN-SEN configuration), take a brief break for healing, then switch to Delta Attack and pray for a little luck. It has a phenomenally rapid spawn rate in the northwest corner of the map, and can be summoned by the Mimi enemy found in the southeast corner of the map.

- Miquiztli and Xolotl spawn in a tiny platform in the northeast of the map. Both are extremely susceptible to status ailments, particularly Poison. Their Bellow ability (usually employed late in the battle) bestows status enhancements and makes them rather more dangerous. To respawn them, you will need to close the Gate and go through the entire maze again.
- The long central platform has a ferocious enemy spawn rate, with the Yeoman enemy type the most common opponent. If you have the Rolling in CP Fragment Skill active, this is a good place to grind for Crystogen Points.
- Academia (500 AF) is the last area that you must chart for the Academic Rank: Paradox Professor side quest in Academia (400 AF). If you have already mapped all other areas, you can return to Miss Horizon after achieving 100% exploration in this location to pick up your final Fragments. You can then visit Serendipity to pick up the Battlemania Fragment Skill. This enables you to vastly increase the spawn rate of rare enemies such as the Tezcatlipoca found on the northeast platform as well as those that appear in Distortions.
- The maximum number of Fragments you can obtain before completing the final boss battles is 151. Doing so has a profound effect on the difficulty and duration of these fights. At the bare minimum of around 40 Fragments, you can expect the closing confrontations to take over an hour, with a high probability of an unfortunate trip to the Game Over screen; with over 120 Fragments, you might expect to spend less than half an hour on these climactic encounters.

### PARADOX SCOPE

Completing the main storyline for the first time leads to the reward of 30,000 CP, the 'Hope' Gate Seal and a special Fragment: the Paradox Scope. Once you visit the Mystic at Serendipity to unlock the Fragment Skill of the same name, you can activate it and replay specific sections of the story to unlock new Paradox Endings.

### POST-STORY FRAGMENTS

LOCATION	PAGE
Oerba (200 AF)	93
Augusta Tower (200 AF)	144
Academia (4XX AF)	148
The Void Beyond	174
A Dying World (700 AF)	178
New Bodhum (700 AF)	182
	Oerba (200 AF) Augusta Tower (200 AF) Academia (4XX AF) The Void Beyond A Dying World (700 AF)

### SECRET ENDING

Once you collect all 160 Fragments, activate the Paradox Scope and repeat the final boss battles in Academia (500 AF) to view the "Secret Ending" – a special addition to the closing cutscenes that appears after the final credit crawl.

### VALHALLA (??? AF)

After you complete the main storyline for the first time, a new destination appears on the Historia Crux: Valhalla. Select this to replay the battles between Lightning and Chaos Bahamut that took place at the very start of the game.

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BRESHA RUINS (005 AF)

YASCHAS MASSIF (010 AF)

OERBA (200 AF)

YASCHAS MASSIF (01X AF)

AUGUSTA TOWER

SUNLETH WATERSCAPE (300 AF)

COLISEUM (727 AP)

THE ARUNYLIE STEPPE (??? AF)

ERENDIPITY ??? AF:

BRESHA RUINS (380 AF)

VASCHAS MASSIF

ACADEMIA (400 AF)

VASCRAS MASSIF

UNLETH

AUGUSTA TOWER (200 AF)

ACADEMIA (4XX AF)

THE VILE PEAKS (200 AF)

THE VILE PEAKS

OERBA (300 AF)

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A DYING WORLD (700 AE)

NEW BODHUM (700 AF)

BRESHA RUIN:

ACADEMIA

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# STRATEGY & ANALYSIS

In this chapter we examine hidden gameplay mechanics and offer useful tips, proven strategies and tried-and-tested tactical concepts. If you are looking to improve your combat prowess, gain indispensable insights into the character development system, or learn how best to approach the Crystarium and Paradigm features, look no further.

**Spoiler Warning:** Though we have naturally taken steps to avoid references to plot events, this chapter does contain a wide variety of "gameplay spoilers": frank and open discussion of abilities, equipment and concepts encountered later in your party's development.



### ADVANCED COMBAT

There is a *lot* going on behind the scenes during combat encounters in FFXIII-2. While certain nuances of the battle system become apparent over time, there are other features and barely perceptible intricacies that you might never truly recognize (let alone understand) without prior explanation. This section is designed to document and discuss these subtleties, in addition to examining the more obvious aspects of the combat engine in greater depth.



### CHAINING AND STAGGERING

Filling the Chain Gauge to Stagger enemies and increasing the Chain Bonus percentage are, naturally, the two principal ways to maximize the damage your party inflicts during combat.

### CHAINING

The Chain Gauge is accompanied by two percentages. The first is the **Chain Bonus**, which indicates the current damage multiplier applied to all attacks. If the current Chain Bonus is the baseline 100%, each attack will inflict the default damage total (enemy resistances and weaknesses notwithstanding). At 200%, each attack will inflict double damage. The maximum value of Chain Bonus is 999.9%, or a damage multiplier of just under 10. The formula is as follows:

## Chain Bonus = (Ability Value + Role Bonus) x (100 – Chain Resistance) + Hidden Bonus

Each opponent's Chain Gauge exists in a perpetual state of decay while being built up. If the gauge is "emptied," the Chain Bonus is reset to the minimum 100% immediately. All attacks can have two distinct effects on the Chain Gauge. The first (and most obvious) is the degree to which they increase the Chain Bonus total; the second is their effect on the hidden *Chain Duration* value, which is the variable that determines the speed at which the gauge depletes. Combat experience makes it possible to instinctively track and estimate the time remaining before it will empty, and potentially fire off early attacks to top it up when required.

The second percentage is the **Stagger Point**, the Chain Bonus percentage that must be achieved for an opponent to be Staggered. As you are approaching the Stagger Point with a full gauge, the numbers will flash red. Post-Stagger, the bar turns yellow, and the gauge begins to deplete at a uniform speed. This reduction cannot be paused (except by using Feral Link abilities) or slowed, though its rate of depletion is actually determined by the hidden Chain Duration value at the point that a Stagger begins. This is why a Stagger achieved with multiple Ravagers without a Commando present can sometimes appear to be unusually brief. The total available Stagger time adheres to the following formula, with a maximum of 45 seconds per Stagger:

Stagger Duration = Actual Chain Duration x 2 + 8 (in seconds)

All enemies have an attribute called Chain Resistance. The higher this value is, the more slowly the Chain Bonus will grow. Enemies with a high Chain Resistance can be difficult to Stagger, particularly if they also have a very high Stagger Point.

### STAGGERING

There are many benefits to Staggering an enemy, the most apparent being an immediate +100% Chain Bonus increase. Chain Resistance also drops to zero post-Stagger, allowing you to continue increasing the Chain Bonus, driving up the damage multiplier it confers. Once a Stagger period ends, the Chain Gauge is emptied and the Chain Bonus reset to 100%.

The Ravager, Commando, Saboteur, and Sentinel roles all have a unique relationship with the Chain Gauge and Chain Bonus.

- Ravagers fill the gauge and increase the Chain Bonus rapidly, but actively reduce the hidden Chain Duration variable.
- Commandos have almost exactly the opposite effect. Their attacks grant the biggest bonuses to Chain Duration, but make a negligible contribution to the Chain Bonus itself.
- Saboteurs inhabit a sort of happy medium between the two aforementioned roles. They are better at building Chain Bonuses than Commandos (but far less capable than Ravagers), and can help maintain Chain Duration when partnered with Ravagers (but not as efficiently as Commandos can).
- Sentinel skills such as Provoke and their counterattack abilities will also extend Chain Duration, but you cannot rely on them for consistent stabilization of the gauge.

### CHAINING: HIDDEN FACTORS

There are many "hidden" variables that determine how the Chain Bonus is accumulated. Individually, there is no single factor that makes a significant difference on its own, but cumulatively, and combined with more explicit bonuses such as Ravager boosts and auto-abilities, these factors can have a significant effect on overall Chaining efficiency. They also influence underlying patterns in Al behavior.

Though it is not immediately apparent, there are "positive" chains that occur when allies in the SYN and MED roles use sequences of abilities on themselves or their fellow party members. This can lead to a slight increase in the efficacy of the effects conferred — for example, the HP restored by Cure will be gradually enhanced if there are multiple instances in a single uninterrupted command queue.

### HIDDEN CHAINING FACTORS

ROLE	CONDITION	CHAIN BONUS
	Using non-identical abilities consecutively	+0.2%
	COM's target has yellow HP	+0.2%
	COM's target is Staggered and has yellow HP	+0.3%
	COM's target has red HP	+0.3%
COM	COM's target is Staggered and has red HP	+0.9%
	COM's target is Staggered	+0.3%
	COM's target is Launched	+0.1%
	COM has a status enhancement	+0.3%
	COM is the only one attacking the target	+0.5%
	RAV's HP is full	+0.3%
	RAV has no status ailments	+0.1%
	RAV's target has no status enhancement	+0.1%
	RAV's target has 1 status enhancement	+0.2%
	RAV's target has 2 status enhancements	+0.3%
RAV	RAV's target has 3 status enhancements	+0.4%
	RAV's target has 4 status enhancements	+0.5%
	RAV's target has 5 status enhancements	+0.7%
	RAV's target has 6 status enhancements	+0.8%
	RAV's target has 7 status enhancements	+0.9%
	RAV's target has 8 status enhancements	+1.0%

#### HIDDEN CHAINING FACTORS (CONT.)

ROLE	CONDITION	CHAIN BONU
	RAV's target has 1 status ailment	+0.3%
	RAV's target has 2 status ailments	+0.4%
	RAV's target has 3 status ailments	+0.5%
RAV	RAV's target has 4 status ailments	+0.6%
KAV	RAV's target has 5 status ailments	+0.7%
	RAV's target has 6 status ailments	+0.8%
	RAV's target has 7 status ailments	+0.9%
	RAV's target has 8 status ailments	+1.0%
	SEN's HP is full	+0.5%
OPAL	SEN's HP is yellow	+1.0%
SEN	SEN's HP is red	+1.5%
	SEN has a status enhancement	+0.5%
	No party member has a status enhancement	+0.5%
	1 status enhancement on any party member	+0.6%
	2 status enhancements on party	+0.7%
	3 status enhancements on party	+0.8%
SYN	4 status enhancements on party	+1.0%
	5 status enhancements on party	+1.5%
	6 status enhancements on party	+2.0%
	7 status enhancements on party	+2.5%
	8 status enhancements on party	+2.8%
	No enemy has a status ailment	+0.2%
	1 status ailment on enemy group	+0.3%
	2 status ailments on enemy group	+0.4%
	3 status ailments on enemy group	+0.5%
SAB	4 status ailments on enemy group	+0.8%
	5 status ailments on enemy group	+1.0%
	6 status ailments on enemy group	+1.5%
	7 status ailments on enemy group	+2.0%
	8 status ailments on enemy group	+2.5%
	Healed target's HP is yellow	+0.5%
a arm	Healed target's HP is red	+1.0%
MED	Healed target has a status ailment	+2.0%
	Healed target has a status enhancement	+0.2%

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# ELEMENTS AND RESISTANCES

All attacks in Final Fantasy XIII-2 correspond to one of two damage types (physical or magical), and are either non-elemental or imbued with one of four elemental properties: Fire, Ice, Lightning, and Wind.

ELEMENTS AND DAMAGE TYPES

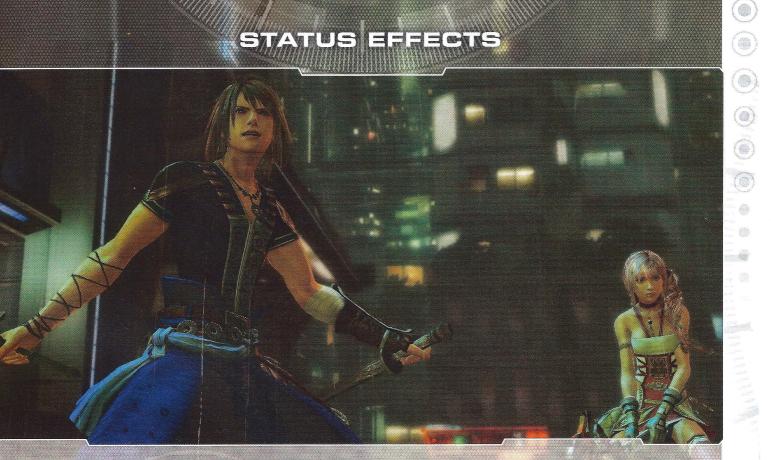
	REPRESENTS	
	Fire	
	Ice	
3	Lightning	
3	Wind	
	Physical	
	Magic	

Each enemy has a set of elemental affinities, which determine the amount of damage they sustain from attacks.

### **ELEMENTAL AFFINITIES**

	DAMAGE MODIFIER		
Normal	x1 (standard damage)		
Weakness	x2 (200% damage)		
Halved	x0.5 (50% damage inflicted)		
Resistant	x0.1 (10% damage inflicted)		
Immune	x0 (damage Blocked)		
Absorb	Attacks heal opponent (30% of the usual damage)		

There are many ways to exploit elements in your favor, both to defend yourself from enemy elemental attacks, and to add elemental properties to your assaults against opponents with corresponding weaknesses. These include equipping accessories (see the Inventory chapter) and "En-" abilities (such as Enfire) and synthesized abilities (see page 240).



### STATUS ENHANCEMENTS

Status enhancements, also called buffs, are beneficial conditions that improve the defensive or offensive prowess of the user, be that a party member or an enemy. They can play a decisive role in determining the difficulty, duration, and final outcome of more challenging battles. Buffs can be bestowed by a Synergist, by equipping certain accessories, or, in the case of tamed monsters, by learning passive abilities through the Crystarium. Status enhancements can also be granted to party members by using certain Feral Links.

Status enhancements can also be used to "cure" an opposing status ailment. For those seeking to remove specific maladies, a capable Synergist can sometimes be more efficient than a Medic armed with the Esuna spell, which removes only the most recently inflicted ailments.

While an Al Synergist usually does an acceptable job of buffing the party, you will find that they become less likely to apply enhancements in the specific order you desire as their ability pool grows, as Al behavior is restricted to invisible flow-charts. For this reason, it can sometimes make sense to take direct control (if you are using Serah or Noel as your primary SYN) to choose buffs manually with the Abilities option.

The duration of status enhancements can be increased by the Synergist role bonus (see page 203), a high Magic stat, certain pieces of equipment (either individually or in combination, inducing a hidden synthesized ability), and certain abilities learned by monsters.

#### STATUS ENHANCEMENTS

	DESCRIPTION	OPPOSING AILMEN		
Maste (	+33% ATB Gauge speed	Slow 🕖		
Bravery	+75% Strength	Debrave S		
Faith	+75% Magic	Defaith 🛐		
Protect	+25% resistance to physical attacks	Deprotect 🔯		
Shell	+25% resistance to magical attacks	Deshell 👂		
Vigilance	+33% resistance to Wounds, +20 "Keep" to all actions (see page 199)	Curse 🔯		
Veil	+50% resistance to status ailments			
Enfire	These buffs add an elemental			
Enfrost	attribute to attacks; perfect against enemies who suffer from			
Enthunder	an elemental weakness, and outstanding in combination with			
Enaero	Imperil			
Reraise	When HP reaches zero, this automatically revives the user			
Regen	Gradually restores the user's HP	,		

### STATUS AILMENTS

Status ailments, also called debuffs, are negative conditions that can afflict both your party and enemies. Some adversaries are much more difficult to beat unless you weaken them with debuffs throughout the battle. A sudden spate of debuffs inflicted on your party can severely disrupt your momentum, and may even put you in serious jeopardy during brutal follow-up attacks. Status ailments can only be cast by Saboteurs, though they can also occur as secondary effects of Feral Link abilities.

Status ailments can also be used to remove opposing status enhancements bestowed upon enemies. While the Dispel ability will systematically eliminate the most recent active buffs, manually directing a Saboteur to target specific enhancements for removal can be a useful tactic.

Many enemies have some form of resistance or immunity to one or more ailments. Using a Librascope to reveal these immediately can save you precious time against the most powerful foes, as the Al will otherwise spend several turns experimenting with various debuffs to ascertain their vulnerabilities. When an enemy is not immune, various factors, like the Chain Bonus, the role Bonus Boost, or the Veil status enhancement, can affect the time it takes for a debuff to stick.

When your party is assailed by status ailments, you will guickly need to assess how dangerous they are. Again, while the Medic's Esuna ability may be the most obvious solution, a Synergist can also be employed to cancel multiple afflictions. Many consumable items are also designed to remove ailments. It is important to keep a good stock of these to hand, especially those that remove the incapacitating Fog, Pain and Daze.

### STATUS AU MENTS

EFFECT	DESCRIPTION	CURE
Slow	-33% ATB Gauge speed	-
Daze	Stuns target; target takes double damage; removed once target is attacked; enemy-only ability	Foul Liquid, Remedy, Unicorn Horn, Esuna
Debrave	-50% Strength	Remedy, Unicorn Horn, Bravery, Bravega, Esuna
Defaith	-50% Magic	Remedy, Unicorn Horn, Faith, Faithga, Esuna
Deprotect	+30% damage from physical attacks	Remedy, Unicorn Horn, Protect, Protectga, Esuna
Deshell	+30% damage from magical attacks	Remedy, Unicorn Horn, Shell, Shellga, Esuna
Pain	Disables target's physical abilities	Painkiller, Remedy, Unicorn Horn, Esuna
Fog	Disables target's magical abilities	Mallet, Remedy, Unicorn Horn, Esuna
Curse	+33% damage from Wounds; -20 "Keep" to all actions (see page 199)	Holy Water, Remedy, Unicorn Horn, Vigilance, Vigilaga, Esuna
Poison	Causes target to lose HP gradually; very effective against foes with high HP	Antidote, Remedy, Unicom Horn, Esuna
Imperil	Reduces target's elemental resistances by one tier (Resistant  ▶ Halved ▶ Normal ▶ Weakness)	Remedy, Unicorn Horn, Esuna
Doom	Causes a timer to appear above the target; KOs target when timer reaches zero; enemy-only ability	•

It is a good idea to refresh status enhancements and ailments before they expire if they are still tactically necessary. When a combatant has multiple status effects (both ailments and enhancements), reapplying any one of them will move it to the end of the display sequence, thereby establishing it as the most recent effect. Status ailments will also "flash" if successfully refreshed.

With status enhancements, it is harder to keep track of their remaining duration when only one effect is in place. While status enhancements can be refreshed, resetting the remaining time for the effect, this only applies if the exact buff cast has a longer duration than the remaining time on the existing buff. For example, Protect lasts 180 seconds. Protectga, at 30 seconds, provides no additional duration if the remaining time on a Protect spell exceeds 30 seconds.

### REFRESHING EFFECTS

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### STACKABLE EFFECTS

You can frequently stack multiple variants of the same passive effect, but the manner in which they are cumulative depends on the type of the effect, as well as, in some cases, the nature of the modifier (additive versus multiplicative). Here are some of the more common examples of stackable effects.

- · Effects that increase basic stats (HP, Strength and Magic) are calculated from the base value. For example, with 400 HP, an Iron Bangle (HP +10%) will take you to 440 HP. Two Iron Bangles will take you to 480 HP: the second one still determines its effect from the base value of 400, not the augmented value of 440.
- Resistances from passive abilities stack in a similar but slightly more complicated way. For example, suppose you equip two Black Belts (Resist Physical: +15%). The first Black Belt grants 15% physical resistance - or, in other words, reduces the effectiveness of all incoming physical attacks to 85% of their original potency. The second Black Belt grants 15% of that remaining 85%, which is only 13%. Therefore, the net effect is 28% physical resistance, or damage reduction to 72% (and not 70%).

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- The Sentinel role bonus and the status enhancements Protect and Shell (as well as Veil, in the context of status ailment resistance) also conform to this formula. Continuing the last example, an ally with two Black Belts equipped and bestowed with Protect will have 25% of the remaining 72% susceptibility, an additional 18% resistance, added to their active physical resistance - resulting in a total damage reduction of 54%.
- On the other hand, the status ailments Deprotect and Deshell are additive, not multiplicative. An ally equipped with two Black Belts and inflicted with the Deprotect status will take 72+30 = 102% damage from physical attacks.

### WOUND DAMAGE

Final Fantasy XIII-2 features a new mechanic known as Wound damage. This is a special type of injury that reduces the target's max HP, and can be inflicted by both allies and enemies. Wound damage cannot be healed by conventional means (Potions or Medic healing spells). Instead, you must use a Wound Potion or Elixir.

#### Wounds inflicted by allies:

- All Saboteur spells cause damage in addition to the status ailment they may inflict.
   A portion of this damage is converted to a Wound effect, depending on the enemy's
   resistance. This can range from 0% (when the target is immune) to 100% of the
   normal damage inflicted, depending on the enemy's Wound resistance.
- The Wound spell does not inflict a status ailment. Instead, it deals significantly more normal damage than any other Saboteur spell, thereby increasing the amount of possible Wound damage that can be transferred to the enemy. Though not as powerful as the attacks of a Commando, it still deals reasonable damage broadly comparable to that of a Ravager spell. An Al Saboteur will cast this spell repeatedly once all possible ailments have been successfully induced.

### Wounds inflicted by enemies:

- Enemies (or individual enemy attacks) that cause Wound damage transfer a certain
  percentage of their normal damage to Wound damage. While you may not find it
  immediately significant, accumulated Wound damage can be very dangerous to
  your party over the course of a long battle.
- The deployment of at least one Sentinel against strong attacks that cause Wound damage will increase your party's hardiness. The Bloodguard line of accessories is also very effective in protecting against Wound damage.

### PROPERTIES OF THE ATB GAUGE

The ATB Gauge recharges at a significantly faster rate as you accumulate more segments. Therefore, a Level 6 ATB does not take twice as much time to recharge as the minimum Level 3 ATB; on the contrary, its fill rate is almost twice as fast, and takes only slightly longer overall to refill completely. Approximate recharge speeds are detailed in the following table.

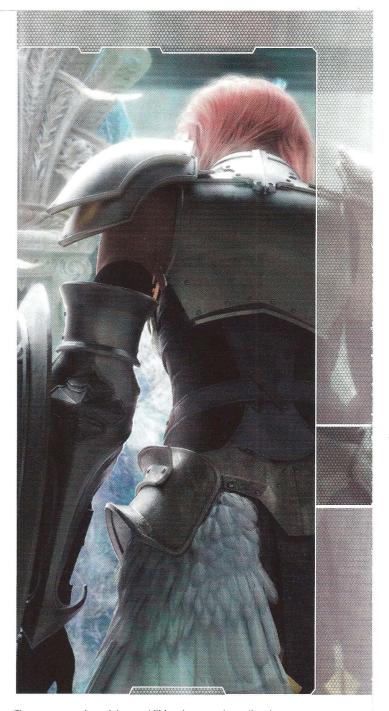
#### ATB GAUGE RECHARGE SPEEDS

ATB LEVEL	FULL RECHARGE TIME (S)	RECHARGE TIME PER BAR (S)	RECHARGE SPEED (AGAINST BASE LEVEL
3	4.32	1.44	100%
4	4.46	1.11	130%
5	4.66	0.93	155%
6	4.79	0.80	180%

The ATB Gauge recharges continuously while menus are visible. It pauses once an action or action queue begins (including Paradigm Shifts and item use) and will resume recharging upon the completion of those activities. ATB speed can be modified by the following abilities:

### ATB GAUGE RECHARGE SPEED MODIFIERS

ABILITY	EFFECT ON ATB SPEED
ATB Rate +XX%	+10-50%
Haste	+33%
Slow	-33%
Leadenstrike	-50%
Ironstrike	-33%



There are several special auto-abilities that grant immediate bonuses to a recharging ATB Gauge:

#### ATB GAUGE RECHARGE SPEED BONUSES

AUTO-ABILITY	BONUS TO ATB GAUGE		
Lifesiphon	+1 bar upon slaying a target		
Faultsiphon	+0.2 bars upon attacking target afflicted with status ailments		
Fearsiphon	+0.1 bars upon attacking Staggered target		
Siphon Damage Lv. 1	+1 bar for every 1,000 damage taken		
Siphon Damage Lv. 2	+1 bar for every 950 damage taken		
Siphon Damage Lv. 3	+1 bar for every 900 damage taken		
ATB Advantage	+1 bar at start of battle		
Kill: ATB Charge	+0.5 bars per enemy death		
Attack: ATB Charge	+0.1 bars per hit on each enemy		
Attack: ATB Charge II	+0.2 bars per hit on each enemy		

### PROPERTIES OF PARADIGM SHIFTS

### ATB REFRESH

The ATB Refresh mechanic was implemented in FFXIII as a subtle encouragement to use multiple Paradigms in each battle, and also appears in FFXIII-2. No explicit mention of it is made in either game, so it's very much a bonus for those who pay close attention, or take the time to read about it.

The underlying idea is that a Paradigm Shift will offer you a full ATB Gauge without first requiring you to wait for it to refill. The first ATB Refresh in any battle will always occur after the first Paradigm Shift. Afterwards, you can continue to obtain refreshes if you fulfill two conditions:

- You have previously fully recharged the ATB Gauge.
- 12 seconds have elapsed since the last ATB Refresh.

When you do not have a need for a full deck of six distinct Paradigms, especially in normal (non-boss) encounters, shifting back and forth between duplicate Paradigms (for example, two Relentless Assaults) will essentially enable you to "enhance" that Paradigm as you exploit the ATB Refresh feature to cut wait time between turns.

As you accrue additional ATB bars for your characters, and once you are comfortable with the timing of your party's actions, you can reliably engineer

an ATB Refresh approximately once every other turn. Making judicious use of this mechanic will enable you to speed up battles, gain higher scores, and be more efficient when farming monsters for specific Spoils, gil, or CP rewards.

### BUFFER

Another interesting property of Paradigm Shifts is the ability to "Buffer" moves. This enables you to apply bonuses from other roles to a particular ability by shifting to another role immediately after your character begins to execute that move. As a rule of thumb, you must wait until you see the name of the ability being executed on-screen for this to occur. The most obvious example is to shift from Ravager to Commando after initiating Serah's unique full-ATB ability, Ultima Arrow. While not conventionally used to deal damage, its potency can be boosted considerably by Buffering it into a shift to Commando.

While this can be conditionally useful, Buffering means that you are giving up the originally intended role bonus for that ability. Here's an example: a Synergist busy casting status enhancements notices a strong enemy attack incoming, and (albeit unintentionally) Buffers his or her last spell with a Paradigm Shift to Sentinel to abate the damage sustained. In this instance, the bonus duration of the last spell that would have been conferred by the Synergist role bonus is not applied.

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# INTERRUPTIONS (GUT AND KEED)

There are two hidden stats known as "Cut" and "Keep" that govern the priority of conflicting actions. When an ally and enemy are attacking each other simultaneously, the game engine uses these stats to determine who prevails. If the Cut value of one action is greater than the Keep value of the opposing action, then that first action will take precedence. This is the basic principle behind ability interruptions.

Both Cut and Keep have values between 0 and 100. Below is a table of the base values for all actions in the game.

Cut values for physical attacks have a higher value than those for spells, which is why the former tend to interrupt the latter. The highest Keep values (90+) belong to special abilities such as Meteor Javelin and Ultima Arrow, as well as Sentinel abilities. This provides an additional bonus to the Sentinel's already supreme defensive capabilities.

If the base value of an action's Cut or Keep is at least 90, then it is always fixed at that value. Otherwise, the Cut or Keep of an action can be modified by the status effects Vigilance and Curse, the passive abilities Immovable and Pressure, and Staggering. The following table details the specifics of the modifiers provided.

#### **CUT AND KEEP: BASE VALUES**

	KEEP	сит
None (idle)	5	-
Defensive spells	15	
Saboteur spells (ally); Offensive spells and ranged physical attacks (enemy)	15	10
Other offensive spells and ranged physical attacks (ally)	15	15
Melee attacks (enemy)	20	20
Melee attacks (ally); Strong attacks (enemy)	25	25
Special attacks (enemy)	40	40
Sentinel -guard abilities	90	
Sentinel Provoke abilities	90	10
Sentinel counter abilities	90	25
Ultima Arrow, Meteor Javelin	90	50

#### **CUT AND KEEP: MODIFIERS**

EFFECT	MODIFIER	
Vigilance	Keep +20	
Curse	Keep -20	
Immovable (ally)	Keep +5	
Immovable II (ally)	Keep +10	
Immovable MAX (ally)	Keep +15	
Pressure (ally)	Cut +5	
Pressure II (ally)	Cut +10	
Pressure MAX (ally)	Cut +15	
Stagger (enemy)	Keep becomes 0	

Note that some enemies (such as the Pulsework Soldier) have a special property that raises the Keep of all their basic actions to 85 before being Staggered.

### JUGGLING ENEMIES

Certain abilities also have a hidden stat called "Rise", which causes the target to be propelled into the air. The actual numbers aren't too important, but the most obvious example of this is the auto-ability Launch, which modifies the Commando's basic Attack. The -ga spells (like Firaga) of Commandos and Ravagers also have this capability.

The value of the Rise stat dictates how high the enemy is Launched and is stackable over multiple abilities. In other words, once an enemy is airborne, you

can continually use -ga spells to jolt it even higher into the air, preventing it from falling back to ground level. Any other attacks inflicted on the enemy will also add a brief delay to its fall.

Generally, for Launching to be successful, the conducted attack must have a higher Cut value than whatever Keep value is currently active for the enemy. Many enemies are immune to being Launched until Staggered, while some enemies cannot be Launched at all.



### PHYSICAL VERSUS MAGIC

There are some inherent advantages to casting magic over performing physical attacks:

- Against more agile enemies, physical attacks can prove to be erratic. There is a form of hit detection in FFXIII-2 whereby a physical attack can actually miss if the target escapes the "hitbox" when the command is executed. Magic spells, on the other hand, always strike their target. They come in two forms: immediate impact (the Ravager's Ice and Lightning elemental spells, as well as most Saboteur spells), or tracking projectiles (Ruin, as well as Fire and Wind spells).
- On that note, it also takes time for a physical attacker to actually run up to (or chase) an enemy before the engagement begins. The mage need not worry about this, and spells are generally quicker to reach the target than a physical attacker being forced to cover the same distance on foot. Furthermore, the

speed of a casting animation is usually faster than that of a physical attack. This topic will be discussed in greater detail in the next section.

 While Strength is used only to calculate damage output, Magic affects several other important variables, such as the potency of a Medic's healing spells and the duration of a Synergist's buffs. This can make boosting Magic more useful in general across different roles.

This is not to say that physical attacks are inferior in any grand overall sense. By default, physical attacks have a higher damage multiplier than spells. Physical skills also have higher Cut and Keep values, giving them greater priority in the heat of battle. Finally, most of the high-end offensive options tend to involve physicality, such as Noel's Meteor Javelin, or the Feral Links employed by many of the strongest Commando monsters.

### ANIMATION SPEEDS

By now, you may have gathered that raw stats do not tell the whole story. Given that the foundation of the entire battle system is speed, it would be remiss for a player striving to master all of its intricacies to not take attack animations into account. These have a huge impact on how quickly actions are implemented during combat.

- Serah is consistently faster than Noel in most respects. This
  complements her innate magical prowess, and suitability for related
  roles.
- Animation speeds can vary significantly between different monsters.
   For example, Chocobos are quite deft, while the various Wyvern species, despite being endowed with impressive stats, are ponderously slow by comparison.
- Another factor to take into account is the fact that Serah, Noel, and
  each genus of monster have different physical attack animations —
  a feature with subtle implications beyond mere aesthetics. Noel's
  physical attacks also have the distinct property of consisting frequently
  of two consecutive hits instead of one, with the properties of a single
  attack split in two. This includes damage as well as the effect on the
  Chain Gauge, which is not insignificant two hits are always better
  than one when it comes to maintaining gauge.
- Serah's weapon can take on the form of either a bow or a sword. What you may not know is that you can actually control whether she fights in bow stance or in sword stance through tuning your Paradigms. In Normal formation, she will appear to switch randomly between the two. In Cross formation, however, she will adhere strictly to the sword. Similarly, she will adopt a bow stance in Wide formation. The most noticeable difference between the two stances is how much faster her physical attack animations are with the sword. This doesn't apply when casting spells, so if you utilize Serah as a devoted spellcaster, then this tidbit may not have much of an effect on your play style. However, this is another reason to pay more attention to the tuning of your Paradigms if you are aiming to develop more precise battle strategies. For example, against a lone magic-resistant enemy,

Cerberus-X will likely hasten Serah's damage output as a Commando over the default Cerberus.

- One more note on physical attacks: Serah and Noel have special "finishers" at the conclusion of a full queue of Commando attacks once their ATB Level is 4 or higher. These finishers tend to deal slightly more damage, but are slower.
- It is always faster to string together a sequence of similar actions than
  to alternate between different abilities. In other words, alternating
  between physical attacks and magic spells takes significantly more
  time to perform than sticking to one type.
- Serah and Noel have different animations while airborne. Casting animations become much, much slower in the air. However, this is not always a bad thing; typically, it will extend the time for which a Launched enemy is airborne, which can be helpful in some fights.

Speed is more important for certain roles and less so for others:

- Medics and Ravagers benefit the most from rapid animations. For Medics, the advantages are obvious; the faster you can heal, the better. The main focus of Ravagers is not damage but building the Chain Bonus. The faster you cast a spell, the quicker the gauge goes up, and the sooner you will be able to Stagger an enemy.
- It is also important for Commandos to be nimble; their overall damage output rate can vary appreciably depending on their attack speed.
- Part of a Synergist's effectiveness comes from how quickly status enhancements can be bestowed upon the party, especially in a race against time before a very strong enemy performs a signature attack.
- While it is certainly important for Saboteurs to inflict debuffs in a timely fashion, their modus operandi is more about persistence than pace.
- You should not worry about Sentinel animation speeds. By definition, their job is to distract enemies and act as damage sponges; even the most ponderous monster can fulfill this role.

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### MAXIMIZING COMBAT EFFICIENCY

Given the inability of the battle AI to account for certain scenarios, you should gradually wean yourself from the reliance on "auto-" commands as your experience with the battle system grows. Manual control is important when you want to conduct a battle in the most efficient way possible.

- When you encounter an enemy for the first time, the Al likes to alternate between physical attacks and magic spells to "feel out" the enemy's resistances. While this may not be too acute an annoyance in normal battles, it is a time-waster in fights against the toughest enemies.
- Against a Fire-weak enemy, an Al Ravager will prefer to use Fire/ Flamestrike/Fire/Flamestrike to capitalize on the weakness-induced bonus to Chaining, as well as the bonus for alternating abilities. It's much more efficient to emphasize speed and use a single ability consecutively instead.
- In a focused assault, when you may only need specific debuffs, or when
  it is beneficial to prioritize certain ailments (for example, Poison), it is
  advisable to apply them manually one at a time.

Against a Launchable enemy that is resistant to physical attacks, the Auto-battle queue will consist of Attack, followed by a string of Ruins. If two allies attempt to Launch an enemy in this way, the slower of the two may end up leaping into the air and casting spells from there. As mentioned previously, this is quite slow. You can prevent this if you leave the Launching to the Al and manually queue a full turn of Ruins instead.

Outside battles, you can set up your party to force the AI to do more of the specific things that you want.

- Focus stat growth, either through the Crystarium, equipment, or infusion, towards Strength or Magic. This minimizes the chances that the AI will alternate between the two damage types in battle, making your allies more efficient.
- Avoid the carryover of unnecessary abilities when infusing monsters.
   This will enable your monster to focus on its strengths. For example, there is little reason for a monster with low Strength to inherit Ravager -strike abilities (which are Strength-based).



### **ROLE ANALYSIS**

Each of the six roles brings unique capabilities to the game's battles. In addition to enjoying the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

The "Bonus Boost" abilities selectable during Crystarium expansions enhance these passive boosts even further. Serah and Noel also have access to special accessories that provide additional improvements, though these are restricted effects that are not extended to allies.

When you study the following tables, it is important to note that the cumulative effect of a Paradigm with more than one active party member in the same role is usually additive, not multiplicative (with the Sentinel bonus being the sole exception). For example: in a Paradigm with two Commandos, both with Bonus Boost I and no accessories, the total bonus for each Commando is 110% (own Bonus Boost I) + 5% (bonus from the other Commando) = 115%, translating to a damage multiplier of 2.15. On the other hand, the values listed for Sentinel damage reduction are strict multipliers, so with two Sentinels with no Bonus Boost and no accessories equipped, the damage reduction for each ally is 44% (0.60 x 0.93 = 0.56).

### COMMANDO

A Commando's primary duty is to make use of strong non-elemental attacks to deal massive damage. Commandos are also the best at maintaining the constantly depleting Chain Gauge, buying you more time to work your way towards Staggering the enemy.

Commando Bonus Boosts increase the damage inflicted by all attacks and spells.

### COMMANDO BONUS BOOSTS

	DAMAGE BOOST (SELF)	DAMAGE BOOST (ALLIES)	DAMAGE BOOST WITH BERSERKER'S RUBY (SELF ONLY)
Default	+100%	+5%	+105%
Bonus Boost I	+110%	+5%	+115%
Bonus Boost II	+120%	+8%	+125%

### RAVAGER

Ravagers excel at raising enemy Chain Bonuses, thereby increasing the damage done with each subsequent blow and leading the party to quicker Staggers. To achieve this, Ravagers have access to a wide variety of elemental spells and physical attacks. On the other hand, they are extremely poor at maintaining the Chain Gauge on their own. Ravagers can also deal appreciable damage when striking elemental weaknesses. This can be especially effective in combination with a Saboteur's Imperil spell.

Ravager Bonus Boosts cause all attacks and spells to affect the Chain Bonus more significantly.

### **RAVAGER BONUS BOOSTS**

	CHAIN BOOST (SELF)	CHAIN BOOST (ALLIES)	CHAIN BOOST WITH BLASTER'S SAPPHIRE (SELF ONLY)
Default	+1.0%	+0.1%	+1.5%
Bonus Boost I	+2.0%	+0.1%	+2.5%
Bonus Boost II	+3.0%	+0.2%	+3.5%

### SENTINEL

Sentinels act as "tanks", drawing the attention of enemies and withstanding attacks that might disable party members in other roles. Their -guard abilities enable them to increase their (already high) resistance to damage. It's important to remember that when you switch your Sentinel to another role, the Provoke effect wears off, freeing enemies to attack other party members immediately.

Sentinel Bonus Boosts further increase resistance to both physical and magic damage, as well as Wound damage.

### SENTINEL BONUS BOOSTS

ROLE BONUS	(NORMAL/ WOUND) DAMAGE REDUCTION (SELF)		(NORMAL/WOUND) DAMAGE REDUCTION WITH DEFENDER'S TOPAZ (SELF)
Default	-40/-30%	-7/-5%	-43/-33%
Bonus Boost I	-45/-33%	-7/-5%	-48/-36%
Bonus Boost II	-50/-36%	-9/-7%	-53/-39%

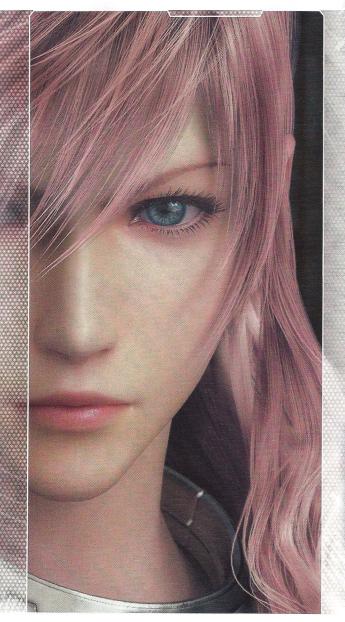
### MEDIC

A Medic focuses on healing duties, which include restoring the HP of party members, reviving fallen allies, and removing status ailments. Knowing that your party will be fully healed and cured after each battle, you will find yourself making frequent judgment calls on your chances of survival. It's often possible to continue attacking if you believe you will be able to finish off your enemy without the Medic's recuperative powers—but when this seems unlikely, you will need to rely on this role to return your party to good shape.

Medic Bonus Boosts increase the effectiveness of healing spells, as well as the Sentinel's Mediguard ability.

### MEDIC BONUS BOOSTS

	HEALING BOOST (SELF)	HEALING BOOST (ALLIES)	HEALING BOOST WITH HEALER'S EMERALD (SELF)
Default	+10%	+5%	+15%
Bonus Boost I	+20%	+5%	+25%
Bonus Boost II	+30%	+8%	+35%



### SYNERGIST

The Synergist empowers your characters with magic that enhances the party's effectiveness. These spells can provide improvements to damage output, defense, and resistance to action interruptions and status ailments. Some special abilities can protect your party against strong elemental attacks, or imbue non-elemental attacks (such as physical blows dealt by a Commando) with elemental power, enabling allies to exploit weaknesses to devastating effect.

Synergists are most effectively employed at the beginning of a battle, enabling your party to make the most of these enhancements. However, buffs have a limited duration of effect, so you may find it prudent to call on the Synergist intermittently during protracted battles to refresh them as needed.

Synergist Bonus Boosts increase the duration of all status enhancements cast.

### SYNERGIST BONUS BOOSTS

ROLF BONUS	DURATION BOOST (SELF)	DURATION BOOST (ALLIES)	DURATION BOOST WITH SUPPORTER'S AMETHYST (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

### SABOTEUR

Saboteurs work to weaken your opponents by inflicting status ailments, or "debuffs". They can also remove status enhancements, either by using the Dispel ability or casting the opposing status ailment. For example, casting Deprotect can negate an active Protect status on an enemy. It is important to fill out an enemy's Libra information to determine which status ailments may be ineffective against an opponent, which also improves the efficiency of Al-controlled Saboteurs.

Saboteurs are also rather good at stabilizing the Chain Gauge, much like Commandos. Unlike Commandos, however, their spells are not particularly damaging, but they have the unique ability to inflict Wound damage on enemies, making them especially good in battles of attrition, where you are forced to chip away at particularly resilient enemies (especially those that can heal themselves).

A special property of debuffs is that every successful "stick" counts as an additional hit towards the Chain Gauge, further improving Chain Bonus and Chain Duration. This effect is not always easy to see, but is very useful in almost any situation.

Saboteur Bonus Boosts increase the success rates of inflicting debuffs.

### SABOTEUR BONUS BOOSTS

	SUCCESS BOOST (SELF)	SUCCESS BOOST (ALLIES)	SUCCESS BOOST WITH IMPEDER'S OPAL (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

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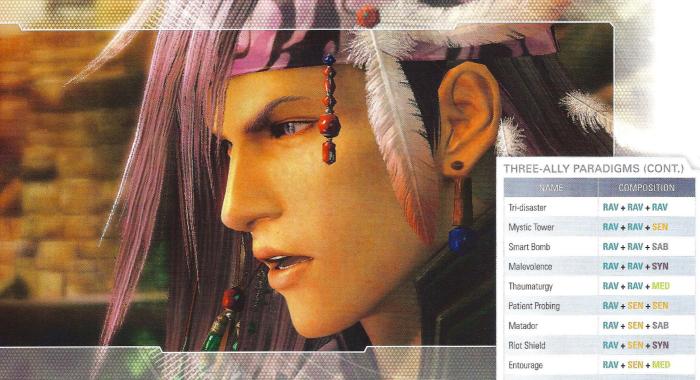
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# PARADIGM LIST

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NAME	COMPOSITION
Double Trouble	COM + COM
Slash & Burn	COM + RAV
Misdirection	COM + SEN
Divide & Conquer	COM + SAB
Supersoldier	COM + SYN
War & Peace	COM + MED
Dualcasting	RAV + RAV
Arcane Defense	RAV + SEN
Undermine	RAV + SAB
Archmage	RAV + SYN
Yin & Yang	RAV + MED
Twin Shields	SEN + SEN
Stumbling Block	SEN + SAB
Building Block	SEN + SYN
Lifeguard	SEN + MED
Havoc	SAB + SAB
Tide Turner	SAB + SYN
Sap & Salve	SAB + MED
Rally	SYN + SYN
Symbiosis	SYN+MED
Double Dose	MED + MED

### THREE-ALLY PARADIGMS

NAME	COMPOSITION
Cerberus	COM + COM + COM
Aggression	COM + COM + RAV
Offensive Screen	COM + COM + SEN
Devastation	COM + COM + SAB
Strike Team	COM + COM + SYN
Tireless Charge	COM + COM + MED
Relentiess Assault	COM + RAV + RAV
Delta Attack	COM + RAV + SEN
Ruthless	COM + RAV + SAB
Decimation	COM + RAV + SYN
Diversity	COM + RAV + MED
Guarded Assault	COM + SEN + SEN
Dirty Fighting	COM + SEN + SAB
Strategic Warfare	COM + SEN + SYN
Solidarity	COM + SEN + MED
Exploitation	COM + SAB + SAB
Bully	COM + SAB + SYN
Scouting Party	COM + SAB + MED
All for One	COM + SYN + SYN
Hero's Charge	COM + SYN + MED
Discretion	COM + MED + MED

NAME	COMPOSITION
Tri-disaster	RAV + RAV + RAV
Mystic Tower	RAV + RAV + SEN
Smart Bomb	RAV + RAV + SAB
Malevolence	RAV + RAV + SYN
Thaumaturgy	RAV + RAV + MED
Patient Probing	RAV + SEN + SEN
Matador	RAV + SEN + SAB
Riot Shield	RAV + SEN + SYN
Entourage	RAV + SEN + MED
Assassination	RAV + SAB + SAB
Guerilla	RAV + SAB + SYN
Variety	RAV + SAB + MED
Supernatural	RAV + SYN + SYN
Coordination	RAV + SYN + MED
Perpetual Magic	RAV + MED + MED
Tortoise	SEN + SEN + SEN
Overcaution	SEN + SEN + SAB
Conservation	SEN + SEN + SYN
Consolidation	SEN + SEN + MED
Countermeasure	SEN + SAB + SAB
Premeditation	SEN + SAB + SYN
Attrition	SEN + SA8 + MED
Prudent Planning	SEN + SYN + SYN
Protection	SEN + SYN + MED
Combat Clinic	SEN + MED + MED
Infiltration	SAB + SAB + SAB
Espionage	SAB + SAB + SYN
Safe Subversion	SAB + SAB + MED
Superiority	SAB + SYN + SYN
Evened Odds	SAB + SYN + MED
Perseverance	SAB + MED + MED
Rapid Growth	SYN + SYN + SYN
Recuperation	SYN + SYN + MED
Convalescence	SYN + MED + MED
Salvation	MED + MED + MED

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### PARADIGM TUNING & ALBERAVIOR

To truly grasp the complexities of FFXIII-2's combat and optimize your battle strategy, it is important to know what exactly drives the behavior of your Al-controlled allies.

### OFFENSIVE ROLES

In general, the Al will try a variety of different abilities the first time it engages an enemy (or when the Bestiary information for a foe is incomplete) in order to determine the extent of an enemy's resistances. This is why most first encounters will involve the Al (and the Autobattle option) selecting a mixture of Attack and Ruin as a Commando, or a seemingly random barrage of spells as a Ravager or Saboteur. Once an enemy's affinities have been assessed, the Al will proceed to select abilities that are most effective.

- Commandos will always opt for the attack that deals the most damage, based on their stats and the target's resistances.
- Ravagers will queue abilities that serve to maximize an increase to the Chain Bonus. If Enemy Intel indicates that an opponent can nullify or absorb certain elemental abilities, Ravagers won't use related attacks
- Saboteurs will make use of Enemy Intel to weaken opponents. If you identify an enemy susceptibility to a particular ailment under the "Notes" section (as revealed in the Bestiary of both the game and this guide), the Al will attempt to inflict that debuff first. When all possible ailments have been inflicted, the Saboteur will default to the Wound spell if it is available or in the case of certain monsters, use Endless Nightmare to sustain existing ailments.

### DEFENSIVE ROLES

For these roles, the Al follows patterns that are, in general, less dependent on Enemy Intel.

Sentinels will always use Provoke unless the enemy is immune. They will use their -guard abilities after enemies have been successfully Provoked and will continue to do so for as long as Provoke is active. The AI will favor counterattack abilities such as Entrench and Vendetta when HP is high, and more defensive abilities such as Steelguard and Mediguard when HP is low.

- Synergists, like Saboteurs, will make use of Enemy Intel to strengthen allies. If an enemy sheet lists a favored type of attack under "Notes", the Al will prioritize the bestowment of a corresponding buff. For example, if an enemy "delivers devastating physical attacks", the Al will first cast Protect on allies. It will then proceed to cast other buffs, giving priority to defensive statuses when the enemies are numerous and to offensive statuses when you face single targets. Synergists in Normal formation will first apply any all-target enhancements before refreshing them with single-target variants. Synergist monsters with the very useful Endless Blessings ability will use it to refresh enhancements automatically before they expire.
- Medics will always prioritize the restoration of HP to over 70% (the point at which the HP gauge turns green) before reviving KO'd allies or removing ailments. They will always prioritize the party leader over other allies. If everyone is alive and healthy, a Medic will continue to heal by using only a single Cure spell at a time. Medic monsters can also employ the Cheer ability when there are no injuries to address. The gradual accumulation of Wound damage in difficult battles can make Al control of Medics less than efficient during protracted combat encounters; its focus on restoring party members to over 70% HP can lead it to cast Cure spells that restore inconsequential sums of HP and ignore more pressing concerns, such as status ailments. In these instances, manual control can make a big difference.

### TUNING PARADIGMS

You have the option to "tune" your Paradigms at the Customize screen, which can be employed to engender slight modifications to Al behavior. Note that you can only tune each Paradigm as a whole, and not the algorithms of individual roles within that Paradigm.

- The "Cross" formation, denoted by a suffix of "-X," instructs Al allies and the Auto-battle command to focus on single targets. This is useful when you want to apply status enhancements on a single ally, or build Chains and inflict status ailments on a specific enemy.
- The "Wide" formation, denoted by a suffix of "-W," causes Al allies and the Auto-battle command to more frequently employ area-effect abilities targeting multiple allies or enemies. For Commandos and Ravagers, this option is very effective in fights against large groups of enemies. It can also be useful in short fights in which you opt to use a Synergist's -ga buffs, which bestow enhancements to all allies but last a short time. An Al Medic in Wide formation will focus on healing the entire party at once, which can be preferable in certain battles.

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### NOTABLE PARADIGMS

FFXIII-2's Paradigm system focuses on the dynamic duo of Serah and Noel, and an optional supporting entourage of up to three monsters. Because each monster is restricted to a single role, you cannot access every single three-ally Paradigm with any one party configuration. Given this restriction, a good way to build your Paradigm Deck is to start with a core of two-ally Paradigms for Serah and Noel, then round out your team with a trio of monsters capable of augmenting the desired tactics or effects.

### OFFENSIVE

**Slash & Burn (COM, RAV):** The combination of Commando and Ravager is an offensive mainstay, particularly against individual enemies. The Ravager increases the damage dealt by the Commando, who in turn stabilizes the Chain Gauge.

### Three-ally extensions

- Relentless Assault (COM, RAV, RAV) is the most reliable way to build Chains against tough enemies with high Chain Resistance. You will need the stabilizing effect of the Commando to maintain the gauge over a long period of time, not to mention the benefits of slowly but surely chipping away at their health. This is also an excellent Paradigm against enemies with relatively low Stagger Points, as the Ravagers will continue to ratchet up the Chain Bonus while the Commando enjoys the post-Stagger bonuses to damage output.
- Ruthless (COM, RAV, SAB) provides the added benefit of weakening the enemy's defenses as the Commando-Ravager dyad work their craft.

**Double Trouble (COM, COM):** The power of two Commandos is especially effective at clearing out groups of weaker enemies in very little time. You can also make use of Double Trouble to pile on damage in a battle against a single foe, especially at very high post-Stagger Chain Bonus percentages.

### Three-ally extensions

- Cerberus (COM, COM, COM) adds the potency of another damage dealer. For long fights in which you expect to be able to reach the peak Chain Bonus of 999.9%, it makes sense to reserve a slot for Cerberus.
- **Aggression (COM, COM, RAV) is a good post-Stagger Paradigm against a single enemy. Your Commandos will wreak havoc while the lone Ravager continues to raise the Chain Bonus steadily. In addition, Aggression-W is a great choice for defeating groups of enemies; the Ravager can increase the damage dealt by both Commandos by making effective use of area-effect spells.
- Tireless Charge (COM, COM, MED) enables your Commandos to persist in their attacks in the face of enemy retaliation. This is another good post-Stagger Paradigm, especially against enemies that cannot be Launched. It is important to make the most of your offensive capabilities during a Stagger, and a pinch of quick healing may let you to do just that.

**Undermine (RAV, SAB):** Similar in theme to Slash & Burn, this is best employed during a longer battle, or when you face a more resilient foe. The Saboteur applies ailments in preparation for a later switch to a Commandobased Paradigm to exploit inflicted weaknesses, amplified by the Chain built up by the Ravager.

#### Three-ally extensions

- Smart Bomb (RAV, SAB, RAV) is an excellent Paradigm for building Chains in harder fights, especially against enemies that weaken substantially post-Stagger. You can then unleash Commandos to devastate your opponent's HP gauge.
- Assassination (RAV, SAB, SAB) places a heavier emphasis on inflicting your enemies with ailments. Assassination-W can be employed to weaken groups of enemies in a short time. A pair of Saboteurs can also be useful against foes who are particularly resistant to negative statuses.

**Dualcasting (RAV, RAV):** This Paradigm focuses on building Chains as quickly as possible. With only a party of two, this is not an advisable opening Paradigm—you will find it difficult to maintain the Chain Gauge—but it can be employed effectively after an initial dose of Slash & Burn or Undermine. You should note, however, that Staggering enemies in this fashion can reduce the overall duration of a Stagger period—see page 194.

#### Three-ally extensions

- Tri-disaster (RAV, RAV, RAV) should be a staple of aggressive play. The benefits of its potential to send the gauge skyrocketing should be obvious. Make sure, however, that your party is coordinated enough to maintain the Chain Gauge up to the Stagger Point, especially against enemies who are capable of interrupting your attacks with regular frequency.
- Mystic Tower (RAV, RAV, SEN) enables you to increase Chains rapidly while using a Sentinel to shield the party from potentially disruptive counterattacks.
- Malevolence (RAV, RAV, SYN) can be useful when you employ a Synergist monster with the ability to bestow Bravery and Faith on the party. While the Ravagers are Chaining, your team is being buffed in anticipation of being able to unleash a torrent of damage when you Stagger your opponent.

### DEFENSIVE

**Twin Shields (SEN, SEN):** The ultimate defensive Paradigm, this is useful as a temporary measure against the strongest enemy attacks, when every percentage point of damage reduction counts.

### Three-ally extensions

Tortoise (SEN, SEN, SEN) should be similarly employed when adventuring with a full party. When a notification warns you that a powerful opponent is poised to launch a signature attack, an instant Paradigm Shift to Tortoise will make a colossal difference sometimes, it really is a matter of life or death. This is an essential Paradigm in many of FFXIII-2's most challenging battles. Symbiosis (SEN, SYN) and Lifeguard (SEN, MED): These two Paradigms use the defensive prowess of a Sentinel to offer you a safe way to buff or heal your party.

Three-ally extensions

Protection (SEN, SYN, MED) is an excellent all-around defensive option, using the Sentinel to mitigate further incoming damage during a temporary break for healing and buffing.

**Double Dose (MED, MED):** The deployment of two Medics is generally a great way to regenerate health quickly. A general tip for Paradigms with multiple Medics is to have your leader act in direct opposition to your Al formation. This ensures that you will be making the most out of everyone's abilities. For example, if Serah is your leader, then Double Dose-W is the way to go. As she does not possess any multi-ally healing spells, you will want Noel to be using Cura and Curaja constantly while Serah focuses on the individual with the lowest overall health or Esuna use to remove debuffs.

### Three-ally extensions

- Salvation (MED, MED, MED) will quickly bring your party back from the brink of death.
- Combat Clinic (MED, MED, SEN) is most efficiently employed by switching from a Paradigm in which the Sentinel was already active, maintaining the Sentinel's distraction and deterrence while allowing the Medics to top up the party's health rapidly.
- Discretion (MED, MED, COM) can be utilized to recover while maintaining any Chain Bonus accrued against an enemy. You certainly would not want to waste your turns spent building up the gauge with a simple bout of healing

### BALANCED

Misdirection (COM, SEN) and War & Peace (COM, MED): With either of these Paradigms, you get a strong combination of both offense and defense. The Commando is free to go on the attack and maintain the Chain Gauge. In Misdirection, a Sentinel protects both allies and draws the attention of the enemy. War & Peace provides an attractive alternative when healing is required.

### Three-ally extensions

- Delta Attack (COM, SEN, RAV) is a staple Paradigm whenever you face opponents that are slightly too powerful (or numerous) for your party to cope with. It's also a useful configuration when you need to assess an unfamiliar enemy's potential, testing their mettle while the SEN provides a defensive backbone. Finally, it can serve as an all-around Paradigm for when there is limited space in your deck to install more specialized options.
- Diversity (COM, MED, RAV) is useful as a complement to Relentless Assault, swapping a RAV for a MED whenever you need a quick bout of healing or debuff removal. It is inefficient as a persistent Paradigm, however, as you run the risk of having your Medic idle when there is little healing required.
- Solidarity (COM, SEN, MED) has a similar relationship with Delta Attack, enabling you to heal for short intervals before returning to the core Paradigm. The COM is critically important in maintaining an active Chain against very powerful enemies.

Supersoldier (COM, SYN): This is an interesting combination, in which the Commando serves to exploit or maintain the active Chain Bonus, while the Synergist provides buffs to enhance the assault.

### Three-ally extensions

- Hero's Charge (COM, SYN, MED) is a good way to consolidate monster, is probably the best variant of this Paradigm.
- Decimation (COM, SYN, RAV) can be a useful mid-battle option to sustain the momentum of an offensive while the Synergist further amplifies the party's abilities.

your offense into a single character. Ideally, the Synergist should prioritize the endowment of buffs such as Bravery and Faith to the Commando, while the Medic keeps everyone in good shape. For this reason, Hero's Charge-X, using a Synergist

### TACTICAL

Tide Turner (SAB, SYN): A great way to start any major battle is to activate both a Saboteur and a Synergist to lay the groundwork for a strengthened party and weakened enemy. Once the desired status enhancements and ailments are in place, you can switch to a more offensive Paradigm and attack in earnest.

### Three-ally extensions

- Guerilla (SAB, SYN, RAV) provides the added benefit of building the Chain Gauge immediately in conjunction with the Saboteur's gauge-stabilizing effects. It can be an excellent choice against many of the toughest enemies in the game.
- Espionage (SAB, SYN, SAB) and Superiority (SAB, SYN, SYN) are two variations of the same basic idea, which is to buff and debuff as quickly and efficiently as possible.
- Evened Odds (SAB, SYN, MED) is an effective mid-battle Paradigm, allowing you to refresh statuses and top up your party's health simultaneously - optimally, just before a Stagger, or once the Chain Bonus is reset to 100%.

Stumbling Block (SEN, SAB): The advantages of this pairing may not be immediately apparent, but in fights against strong enemies with high resistance to status ailments, the Sentinel will buy time for the Saboteur to connect successfully with his or her spells.

### Three-ally extensions

- Matador (SEN, SAB, RAV) grants you an early start to your Chain-building, while the Sentinel continues to provide cover for your party.
- Premeditation (SEN, SAB, SYN) postpones offense in favor of buffing your party. The Sentinel draws fire until defensive buffs are in place, while the SAB attempts to weaken your opponent in advance of your imminent onslaught.

COMPLETION TIMELINE

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CRYSTARIUM

CHARACTER DEVELOPMENT

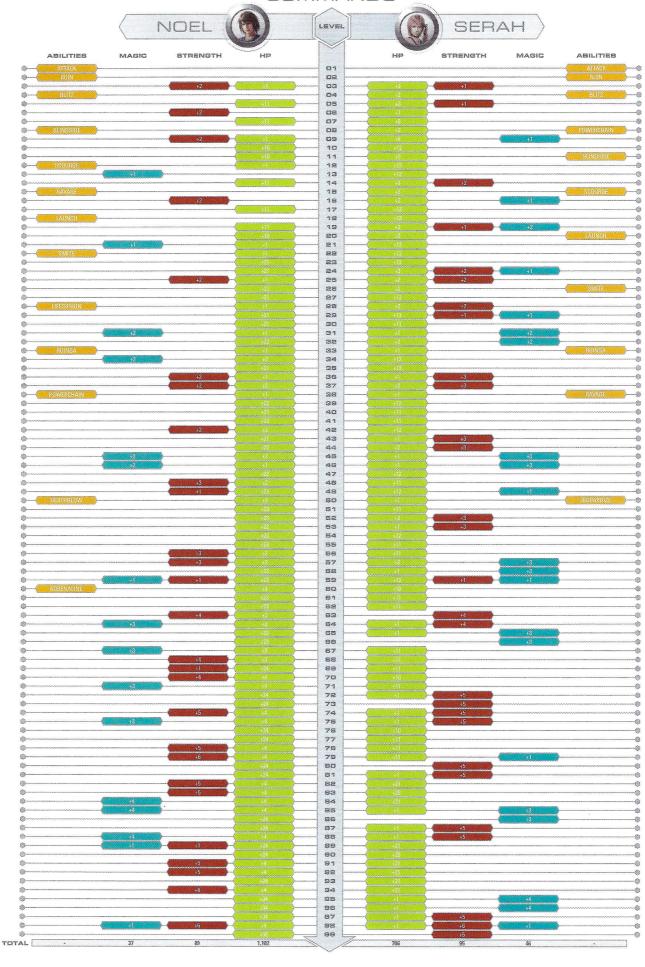
TAMED MONSTERS

ABILITIES

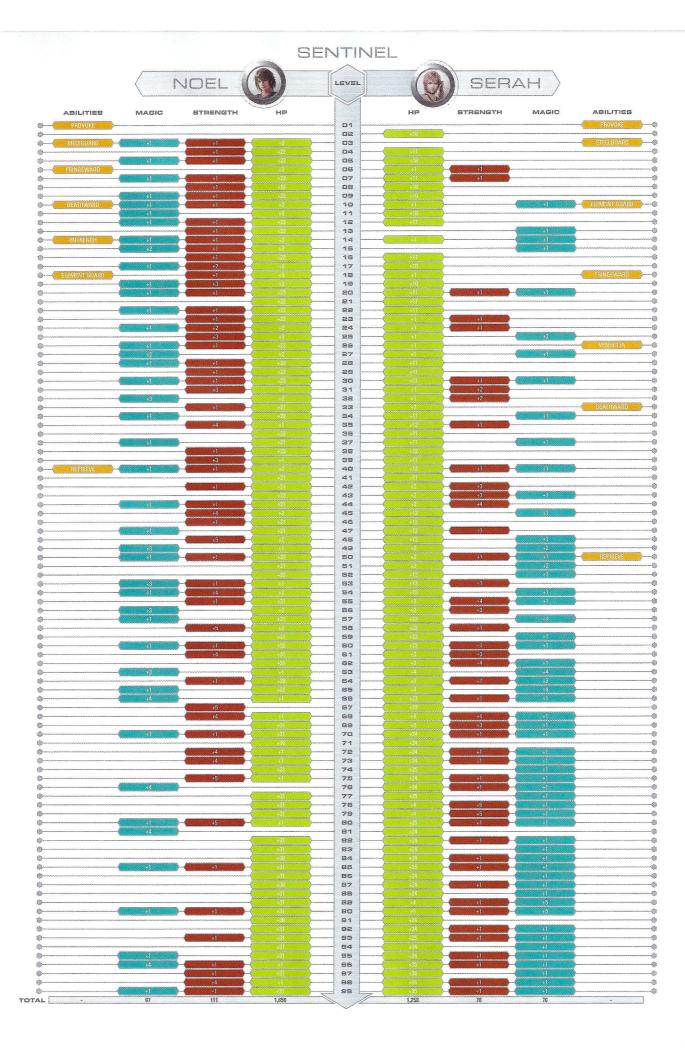
TEMPORAL RIFT PUZZLES

### CRYSTARIUM

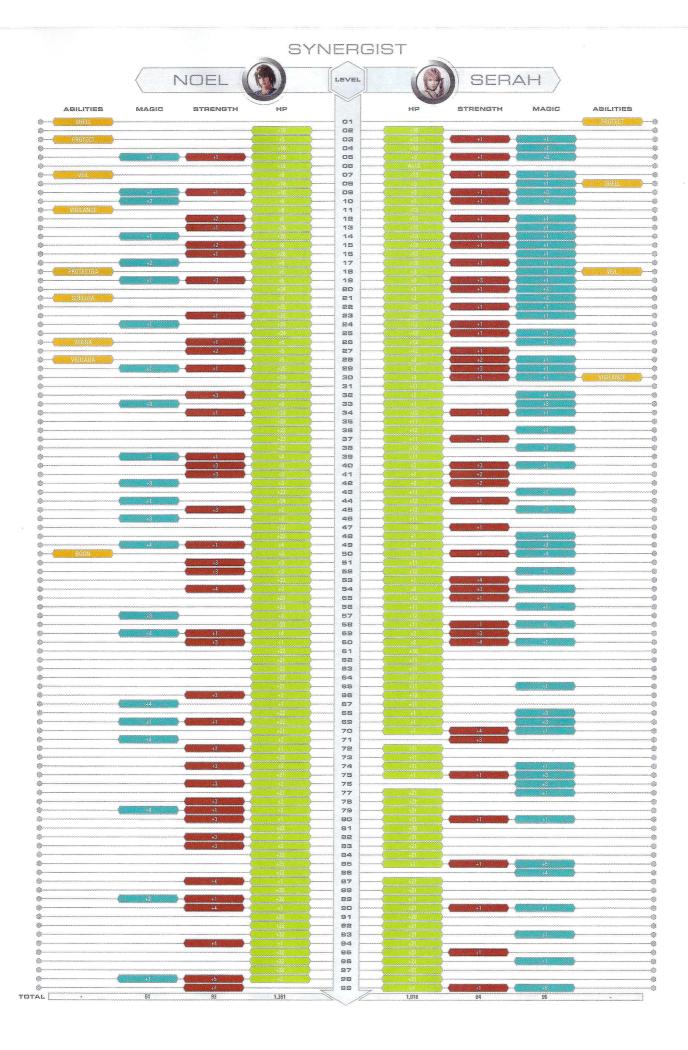
### COMMANDO













### CHARACTER DEVELOPMENT

### CRYSTARIUM STRUCTURE

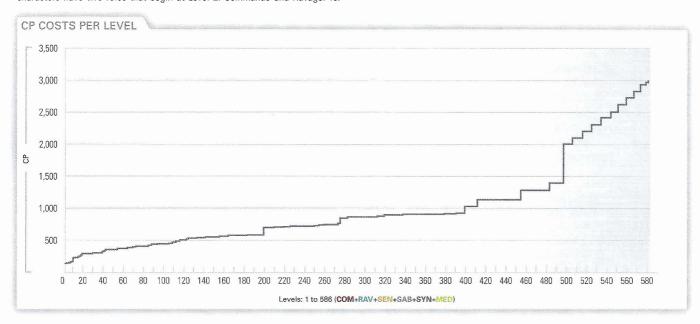
The Crystarium is structured as a "constellation" of nodes that has a unique shape for Serah, Noel, and each recruitable genus of monster. You advance in the Crystarium and improve your party by investing Crystogen Points (abbreviated as CP) to purchase each node.

Every new node that you buy represents a level gained by the character in the selected role. Levels usually lead to at least one form of raw stat improvement, but will also unlock new abilities at predetermined level milestones. The path is strictly linear: you can only customize your characters by choosing which role to level up at each node.

Each of the six roles can be leveled up 98 times (from 1 to 99), though both characters have two roles that begin at Level 2: Commando and Ravager for

Serah, and Commando and Sentinel for Noel. The more total levels you gain in all roles, the greater the CP costs become for further advancement. These costs start at 100 CP, but gradually increase to reach 3,000 CP once you are close to maxing out your characters — as shown in the accompanying diagram.

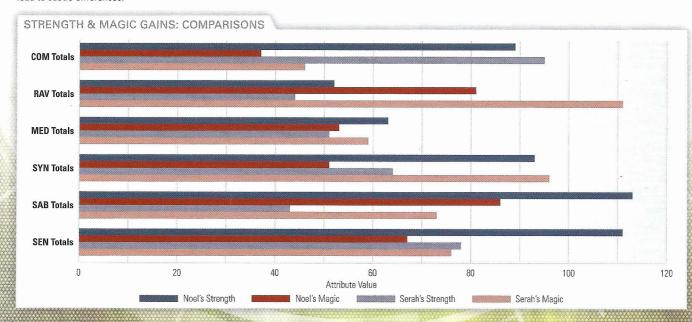
Once all nodes in a constellation have been filled, you have completed that "Stage". This leads to a Crystarium Expansion, which provides an entirely new set of nodes to purchase. You will also be given the opportunity to select an Expansion bonus for your characters. These provide many different benefits, from new roles to practical bonuses such as ATB gauge expansions, so there's a degree of strategy to picking the best upgrades for your current stage of development. We'll return to this topic shortly.



### STAT GAINS

The stat gains received by your characters depend on the role that you are currently leveling up. Improvements for each role are documented in the Crystarium diagrams that appear from page 208 to page 213. These gains tend to be consistent from one playthrough to another, though a random factor can lead to subtle differences.

Study the accompanying graphs to learn about the overall stat gains available to Serah and Noel through the Crystarium. Note that these are "raw" totals, and do not take into account bonus stats granted by Role Bonuses when you purchase large nodes (see the next page).





#### TOTAL STAT GAINS 520 Strength 375 460 375 Magic HP 6.250 8.200

Note that there is some degree of variability to the raw growths, so your final numbers may vary slightly.

It is easy to see that Noel has the advantage in HP and Strength, while Serah favors Magic. Growths are also not uniform between roles; for example, the Medic role offers an abundance of HP boosts, but precious few Strength and Magic enhancements when compared to other roles.

When planning your character development, it is important to consider the growth offered by each role juxtaposed with the number and relative quality of their abilities in that role. You can learn which abilities each character can learn in the Crystarium section. The following table offers a general and subjective evaluation.

### ABILITY PROFICIENCY: COMPARISON

	PROFICIENCY				
MULE	SERAH	NOEL			
Commando	Medium	High			
Ravager	High	Medium			
Sentinel	Medium	Medium			
Saboteur	High	Low			
Synergist	Low	High			
Medic	Medium	High			

WALKTHROUGH COMPLETION TIMELINE

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### ROLE BONUSES

Each constellation is defined by a certain configuration of connected points. These points are represented by large nodes and remain fixed from one Stage to the next; therefore, there will always be the same number of large nodes at every Stage of a particular Crystarium. However, the lines connecting the large nodes feature additional small nodes as you advance further in the Crystarium.

As you might suspect, there is a difference between how large and small nodes affect your character's growth. Filling a large node leads to what is known as a Role Bonus in addition to the "raw" gain - an extra stat boost which depends on which role you are leveling at the time. The three different possibilities are +6 HP, +2 Strength, or +2 Magic, as shown in the following table.

	ROLE BONUS
Commando	+2 Strength
Ravager	+2 Magic
Sentinel	+6 HP
Saboteur	+2 Strength (even levels) +2 Magic (odd levels)
Synergist	+6 HP (even levels) +2 Magic (odd levels)
Medic	+6 HP

Considering that there are 197 large nodes to be filled in all, this can have a huge impact on the final stats for Serah and Noel. If you are interested in maximizing character development potential, we strongly recommend always skewing your Role Bonuses (in other words, large nodes) towards a "power stat" (either Strength or Magic), while using small nodes to level the roles that do not offer gains to a power stat (such as Medic and Sentinel). There are multiple reasons for this:

- When you take final stats for Serah and Noel into account, the Role Bonus for HP is clearly inferior to that for Strength or Magic.
- Focusing on the primary stat for Serah and Noel enables you to offset the lower stat boosts on weapons that offer useful passive abilities (such as ATB Rate +X%).
- Obtaining power stat bonuses and equipping HP-boosting accessories will result in a greater overall gain in comparison to obtaining HP bonuses and equipping power-boosting accessories. Of course, you could also double up on the augmentation of a power stat (both Strength Role Bonuses and Strength-boosting accessories) for a profound effect on a character's overall efficiency.

Playing to the natural proficiencies of your characters, this means that Serah should focus on acquiring extra points in Magic, while Noel should pick up most of the bonuses to Strength.

The Saboteur and Synergist Role Bonuses require a degree of careful planning and concentration. You need to be very specific in planning which large nodes to use in order to obtain the desired stat bonus at the appropriate levels. If you are trying to milk every appropriate stat point from either of these two roles, you may find it useful to save frequently between leveling sprees to safeguard against potential mistakes. If you agree with our suggestions, you should mainly select Role Bonuses from the Commando, Ravager, Saboteur and Synergist roles, and focus on a single power stat: Strength or Magic.

It is definitely to your advantage to plan the distribution of your Role Bonuses. While Serah and Noel are by no means blank slates, as their raw growths instill them with natural proclivities, there is still plenty of room for stat customization.

### CRYSTARIUM EXPANSIONS

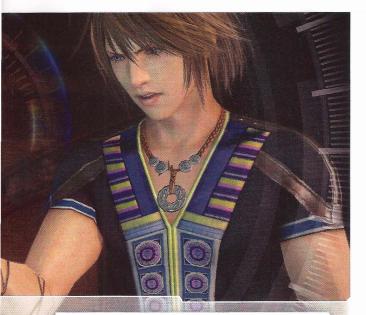
One Crystarium Expansion bonus is granted at the completion of each Stage, for a total of 21 in all. You will eventually be able to obtain all possible Expansion bonuses by maxing out your characters, but the order in which you do so from Stage to Stage merits careful consideration.

The following table lists the different types of Expansion bonuses, as well as any corresponding restrictions. Naturally, not all Expansion bonuses are created equal. We include our thoughts on the optimal order to obtain these in the "Comments" section.



### CRYSTARIUM EXPANSION BONUSES

	AVAILABILITY	PRIORITY (SERAH)	PRIORITY (NOEL)	COMMENTS
Increase ATB gauge (1)	Stage 2	High	High	Obtaining a fourth ATB segment as soon as possible is critically important, as doing so will enable you to double up on two-segment abilities every turn.
Increase ATB gauge (2)	After acquiring first ATB gauge increase	Medium	Low/Medium	The second extra ATB segment is less vital; there are many other important bonuses that are perhaps more worthwhile early on. Serah can make good use of an extra segment at an early stage, though, as it complements her natural speed.
Increase Accessory Capacity: +20 (1)	Stage 2	Medium	Medium	While an increase in accessory capacity is not a must-have early in the game, you should obtain at least the first upgrade before the midway point of the main storyline. Without at least one upgrade in this category, many accessories cannot be equipped, severely limiting your strategic options.
Increase Accessory Capacity: +20 (2)	After acquiring Increase Accessory Capacity: +20 (1)	Medium	Medium	The timing for these bonuses is rather subjective, but we believe that Noel can make better use of the extra capacity than Serah, as he has access to
Increase Accessory Capacity: +10	After acquiring Increase Accessory Capacity: +20 (2)	Low	Medium	more agreeable combinations of equipment to invoke useful Synthesized Abilities. Also, maxing out his capacity to equip the Durable Collector Catalog can be very helpful for those looking to dive deep into post-story play as efficiently as possible.
Unique ability: Ultima Arrow (Serah), Meteor Javelin (Noel)	Stage 11	High	High	Ultima Arrow can help in many tough fights, when you need to maximize the ability of your party to deal damage during a Stagger. Meteor Javelin is functionally similar, but takes more preparation to maximize its effect (specifically, a Bravery buff and a very high Chain Bonus).
Unlock Saboteur	Stage 2 (Serah); Stage 4 (Noel)	High	Low/Medium	While the Saboteur role provides huge stat gains for Noel, his debuffing skills are inferior to those of Serah.
Unlock Synergist	Stage 4 (Serah); Stage 2 (Noel)	Low/Medium	High	Noel should be your go-to character for the bestowment of defensive buffs on your party; Serah has neither all-target abilities nor Boon.
Unlock Medic	Stage 3	High	High	Relying solely on a monster ally to heal your party is dangerous; having at least two potential Medics is a much safer option in tough fights. Both characters have advantages and drawbacks; Serah's naturally higher Magic stat and faster casting speed is offset by the fact that she lacks the all-target spells that Noel has.
Commando Bonus Boost I and II (page 202)	Typically, you will be allowed to	Medium	Medium	If you deal more damage, you'll be able to defeat enemies more quickly. That being said, the extra percentage points gained may not be enough to warrant their immediate acquisition.
Ravager Bonus Boost I and II (page 202)	enhance one of two roles during each Expansion. These roles will be the ones that you spent the most levels developing over the previously completed Stage. If you have	Medium	Medium	While improvements to Chain-building are undoubtedly critical to success in combat, there are other ways to enhance your capabilities in this area (the Chain Bonus line of weapons, the ATB Rate weapons, or extra ATB segments).
Sentinel Bonus Boost I and II (page 202)	predominately leveled a single role throughout an entire Stage, the only enhancement available may be the one for that role; there may not even be	Low	Low	The default damage reduction provided by Sentinels is already quite significant; it is unlikely that you'll need the smaller boosts provided by these bonuses before delving into post-story play against the game's toughest opponents.
Saboteur Bonus Boost I and II (page 203)	any enhancement options available at all if you have already obtained both Bonus Boosts.	High	Low	As your main Saboteur, Serah should pick up these bonuses as soon as possible. Enhancing the success rate of her debuffs will have a huge impact in the game's more difficult fights.
Synergist Bonus Boost I and II (page 203)	If you reach Level 99 in a role without obtaining both role enhancements, any corresponding Bonus Boosts will be permanently available at each	Low	Low	The bonuses to buff duration are substantial, but the default defensive status enhancements cast by Serah and Noel already have a duration of 180 seconds. In most fights, Synergist Bonus Boosts will not have a significant effect on battle strategy.
Medic Bonus Boost I and II (page 203)	subsequent Expansion.	Medium	Medium	The extra HP healed per spell really adds up over a full turn and beyond, which makes these bonuses rather important and worth taking relatively early if you frequently employ one or both characters as Medics.



### SERAH: OPTIMUM CRYSTARIUM DEVELOPMENT

Serah's best roles are Saboteur, Ravager, Medic, and Commando, and she's more naturally inclined towards Magic than Strength. These characteristics complement each other well; coupled with her speed, high Magic will serve to further enhance each of her favored roles. For this reason, it is best to pour most (if not almost all) of her Role Bonuses into this stat.

With her Expansion bonuses, you should definitely consider prioritizing Saboteur enhancements; obtaining both Bonus Boosts early on will make her a potent weapon in tough fights where debuffs help greatly. After this, acquire accessory capacity and the final ATB segment, along with Bonus Boosts for other roles in which she can excel.

In the following table, we propose an "optimized" development plan for Serah

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MUEX

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PARADIGMS & ROLES

CRYSTARIUM

### CHARACTER

TAMED MONSTERS

ABILITIES

TEMPORAL RIFT PUZZLES

SERAH:	OPTIMUM	CRYSTARIUI	M DEVE	LOPMENT
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				LEVE	LS GAINED				
		EXPANSION BONUS	COM	RAV	SEN	SAB	SYN	MED	ROLE BONUSES
1	2,580	-	7 <b>9</b>	8 <b>10</b>	2 <b>3</b>	-	-	-	8 RAV (+16 Magic)
2	4,570	ATB+1	11 <b>20</b>	9 <b>19</b>	3			-	9 RAV (+18 Magic)
3	5,580	Unlock SAB	6 <b>26</b>	4 <b>23</b>	3	10 <b>11</b>	-	-	5 RAV, 4 SAB (+18 Magic)
4	7,360	Unlock MED	26	6 <b>29</b>	3	7 <b>18</b>		7 <b>8</b>	6 RAV, 3 SAB (+18 Magic)
5	7,890	SAB Bonus Boost I	4 <b>30</b>	3 <b>32</b>	3	11 <b>29</b>	-	2 <b>10</b>	3 RAV, 6 SAB (+18 Magic)
6	8,340	SAB Bonus Boost II	3 <b>33</b>	3 <b>35</b>	2 <b>5</b>	12 41		10	3 RAV, 6 SAB (+18 Magic)
7	9,480	Accessory Capacity +20	8 <b>41</b>	6 <b>41</b>	- 5	6 <b>47</b>	-	10	6 RAV, 3 SAB (+18 Magic)
8	9,960	COM Bonus Boost I	41	8 <b>49</b>	5	3 <b>50</b>		9 <b>19</b>	8 RAV, 1 SAB (+18 Magic)
9	10,130	ATB +1	41	9 <b>58</b>	- 5	- 50	-	11 <b>30</b>	9 RAV (+18 Magic)
10	16,840	MED Bonus Boost I	41	4 <b>62</b>	16 <b>21</b>	10 <b>60</b>		30	4 RAV, 5 SAB (+18 Magic)
11	19,390	Ultima Arrow	9 <b>50</b>	62	4 <b>25</b>	17 <b>77</b>	-	30	9 SAB (+18 Magic)
12	19,930	COM Bonus Boost II	- 50	1 <b>63</b>	13 <b>38</b>	16 <b>93</b>		30	1 RAV, 8 SAB (+18 Magic)
13	21,420	Accessory Capacity +20	6 <b>56</b>	6 <b>69</b>	12 <b>50</b>	6 <b>99</b>	-	30	6 RAV, 3 SAB (+18 Magic)
14	24,620	RAV Bonus Boost I	21 <b>77</b>	9 <b>78</b>	50	99	-	30	9 RAV (+18 Magic)
15	25,530	RAV Bonus Boost II	77	9 <b>87</b>	- 50	- 99	-	21 <b>51</b>	9 RAV (+18 Magic)
16	26,170	Unlock SYN	77	8 <b>95</b>	- 50	99	2 <b>3</b>	20 <b>71</b>	8 RAV, 1 SYN (+18 Magic)
17	30,560	MED Bonus Boost II	77	1 <b>96</b>	50	99	16 <b>19</b>	13 <b>84</b>	1 RAV, 8 SYN (+18 Magic)
18	33,000	Accessory Capacity +10	77	1 <b>97</b>	13 <b>63</b>	- 99	16 <b>35</b>	- 84	1 RAV, 8 SYN (+18 Magic)
19	36,100	SEN Bonus Boost I	- 77	1 <b>98</b>	13 <b>76</b>	99	16 <b>51</b>	84	1 RAV, 8 SYN (+18 Magic)
20	52,600	SEN Bonus Boost II	77	1 <b>99</b>	- 76	99	16 <b>67</b>	13 <b>97</b>	1 RAV, 8 SYN (+18 Magic)
21	94,600	SYN Bonus Boost I	77	99	23 <b>99</b>	99	16 <b>83</b>	1 98	8 SYN, 1 MED (+6 HP, +16 Magic)
22	107,600	SYN Bonus Boost II	22 <b>99</b>	99	99	- 99	16 <b>99</b>	1 99	8 SYN, 1 MED (+6 HP, +16 Magic)

FINAL STAT						
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НР	6,619
Strength	402
Magic	880

### NOEL: OPTIMUM CRYSTARIUM DEVELOPMENT

Noel is quite clearly an excellent Commando, but it will also be to your advantage to level up his Medic role and learn the useful all-target healing spells that Serah lacks. Noel is also primed to be your main defensive Synergist. Finally, his Ravager development should not be neglected; you'll want to improve his Chain-building abilities as often as you can, as he lacks Serah's natural alacrity.

We suggest developing these four roles roughly in tandem with one another, with a slightly greater focus on Commando. The optimization plan we offer with Noel focuses on taking all possible Strength Role Bonuses (97 from Commando,

plus another 49 from Saboteur) and then filling out the rest of the large nodes with Magic bonuses, mainly from his Synergist levels. In this way, you can greatly enhance his physical damage potential while maintaining a respectable Magic stat.

As previously mentioned, maxing out Noel's accessory capacity relatively early during post-story play will enable him to equip the Durable Collector Catalog, which will double your gil rewards from battles and increase the rate at which you obtain valuable drops. You will also be able to make full use of all the best Synthesized Abilities.

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STAGE	CP COST	EXPANSION BONUS	LEVELS GAINED/ <b>TOTAL LEVELS</b>					ROLE BONUSES	
TAWE	GF 600)	EXTANSION BUNUS	COM	RAV	SEN	SAB	SYN	MED	HOLL DONUSES
1	2,580	-	8 <b>10</b>	8 <b>9</b>	1 <b>3</b>	-	-	-	8 COM (+16 Strength)
2	4,570	ATB +1	9 <b>19</b>	11 <b>20</b>	3	_			9 COM (+18 Strength)
3	5,580	Unlock SYN	4 <b>23</b>	6 <b>26</b>	- 3	-	10 <b>11</b>	-	4 COM, 5 SYN (+8 Strength, +10 Magic)
4	7,360	Unlock MED	9 <b>32</b>	4 <b>30</b>	3	1	- 11	7 8	9 COM (+18 Strength)
5	7,890	COM Bonus Boost I	9 <b>41</b>	11 <b>41</b>	3	-	11	- 8	8 COM, 1 SYN (+16 Strength, +2 Magic)
6	8,340	RAV Bonus Boost I	1 42	3 <b>44</b>	3		16 <b>27</b>	. 8	1 COM, 8 SYN (+2 Strength, +16 Magic)
7	9,480	Accessory Capacity +20	9 <b>51</b>	- 44	- 3	-	- 27	11 <b>19</b>	9 COM (+18 Strength)
8	9,960	MED Bonus Boost I	9 <b>60</b>	- 44	- 3	•	- 27	11 <b>30</b>	9 COM (+18 Strength)
9	10,130	MED Bonus Boost II	9 <b>69</b>	6 <b>50</b>	3	-	- 27	5 <b>35</b>	9 COM (+18 Strength)
10	16,840	COM Bonus Boost II	1 <b>70</b>	50	13 <b>16</b>		16 <b>43</b>	35	1 COM, 8 SYN (+2 Strength, +16 Magic)
11	19,390	Meteor Javelin	6 <b>76</b>	- 50	17 <b>33</b>	-	7 <b>50</b>	- 35	6 COM, 3 SYN (+12 Strength, +6 Magic)
12	19,930	Accessory Capacity +20	5 <b>81</b>	11 <b>61</b>	7 <b>40</b>	· ·	7 <b>57</b>	35	5 COM, 4 SYN (+10 Strength, +8 Magic)
13	21,420	RAV Bonus Boost II	9	21 <b>82</b>	- 40	-	- 57	- 35	9 COM (+18 Strength)
14	24,620	Accessory Capacity +10	5 <b>95</b>	17 <b>99</b>	40		8 <b>65</b>	35	5 COM, 4 SYN (+10 Strength, +8 Magic)
15	25,530	Unlock SAB	95	- 99	- 40	14 <b>15</b>	4 69	12 <b>47</b>	7 SAB, 2 SYN (+14 Strength, +4 Magic)
16	26,170	ATB +1	-	4		14	4	12	7 SAB, 2 SYN (+14 Strength, +4 Magic)
17	30,560	SAB Bonus Boost I	95	99	40 -	<b>29</b> 8	73 10	<b>59</b> 12	4 SAB, 5 SYN (+8 Strength, +10 Magic)
18	33,000	SYN Bonus Boost I	95	99	<b>40</b> 10	37 17	83	71 3	9 SAB (+18 Strength)
19	36,100	SAB Bonus Boost II	95 1	99	<b>50</b>	<b>54</b> 16		74	1 COM, 8 SAB (+18 Strength)
20	52,600	SEN Bonus Boost I	96	99	<b>63</b>	70	<b>83</b>	74	1 COM, 8 SYN (+2 Strength, +16 Magic)
21	94,600	SYN Bonus Boost II	<b>97</b>	99	<b>76</b> 23	<b>70</b> 16	99	74	1 COM, 8 SAB (+18 Strength)
			<b>98</b> 1	99	99	<b>86</b> 13	99	<b>74</b> 25	
22	107,600	SEN Bonus Boost II	99	99	99	99	99	99	1 COM, 8 SAB (+14 Strength, +4 Magic)

CI	NAI	C.	TA"	rc
1 3	11/4/1	- 2	100	10

HP	8,550		
Strength	851		
Magic	509		



#### ADDITIONAL COMMENTS

Although we have stressed Serah's naturally high Magic and Noel's innate Strength, the flexibility of the Crystarium means that you can flip this dynamic on its head by following a "reverse" optimization route, in which you obtain all possible Strength Role Bonuses for Serah and all possible Magic Role Bonuses for Noel. This can be surprisingly effective when combined with the Wild Chorus and Blessed Blade weapons, which grant an additional +35% to Strength and Magic for Serah and Noel respectively (see page 256). There are some obvious drawbacks to being restricted to a single weapon in order to make the most out of these builds, but those looking to explore alternative play styles may be interested in taking this route with one or both characters.

Also of note are weapons with the "Power/Mana Link" property, which grant no conventional stat bonuses, but serve to fix what would usually be the lower stat for each character to match the higher one. These weapons are Nagaraja (which aligns Serah's Strength to her Magic) and The Tower (which does the opposite for Noel). Using the optimizations that we have provided is the best way to make the most of these weapons. This will enable Serah and Noel to boost their "secondary" stats considerably while retaining their primary affinities.

To see a side-by-side comparison of these different builds, consider the accompanying table. In this, we take the listed final stats of our suggested optimizations (including weapon bonuses) and compare them with other setups in which the Role Bonus stats have been redistributed.

IMPACT C	OF OPTIME	ZATION ON	FINAL STATS

	NO OPTIM WITH "ATB +1		SUGGE OPTIMIZ WITH "ATB +1	ZATION,	"BALAN OPTIMIZ WITH "ATB +1	ATION,	SUGGES OPTIMIZ WITH "LINK"	ATION,	"REVE OPTIMIZ WITH "+35%"	ATION,
		MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC
Serah	599	728	517	1,040	779	778	881	881	937	588
Noel	802	598	1,011	624	817	818	852	852	559	1,081

If you choose to follow our suggested leveling scheme for Serah and Noel, we recommend that you accumulate sufficient CP to level one entire Stage at a time and save your game before doing so. Keeping track of levels and large nodes can be tricky, especially when you are trying to obtain specific Saboteur and Synergist bonuses.

## TAMED MONSTERS

#### **UNIQUE MONSTERS**

Important: Certain Monster Crystals can only be obtained once, and cannot be replaced. These are Gigantuar (once you have defeated the only three available in the entire game – see page 108), Twilight Odin, the Golden Chocobo, and all seven Monster Crystals acquired with the Improved Moogle Throw (see page 267). Think very carefully before you level, infuse or release them: they really are one-of-a-kind items.

#### TAMING MONSTERS

Every time you defeat a recruitable monster in battle, there is a chance that it will drop a crystal. Acquiring one of these enables you to call on the monster in question to fight alongside Serah and Noel in battle, and develop their abilities via the Crystarium. Chocobos aside, you can only carry one of each individual monster at a time, though you can recapture infused or released crystals (with a few exceptions — see "Unique Monsters") by fighting the original monster again until you tame another.

Each monster is fixed to a single role, and you can construct a Paradigm Pack and Paradigm Deck featuring up to three monsters at any time. When assembling your party, you should weigh your monster choices carefully and ensure that their abilities and strengths will complement those of Serah and Noel.

#### HUNTING MONSTERS

There are many ways to improve your chances of acquiring Monster Crystals at the end of each confrontation.

- Using Feral Link abilities in battle increases Monster Crystal drop rates. The frequency at which you can use Feral Links is accompanied by a synchronization percentage displayed in the upper-right corner of the screen, with the effective value determined by the speed and accuracy of your button and stick interactions. This percentage acts as a modifier to the base probability that you will acquire a Monster Crystal in the post-battle Spoils.
- There are a few ways to increase the number of Feral Links that you can use during a battle against a monster you wish to capture. The most obvious is to cycle through monsters in your Paradigm Pack to unleash their Feral Links if available, perhaps after "pre-charging" available. You can also equip Serah and Noel with accessories that grant the Feral Speed passive abilities, or by using monsters with that innate (or infused) proficiency. Finally, the Cheer ability unique to monster Medics acts to increase the Feral Link gauge charge rate when all party members are healthy.
- The Monster Collector Fragment Skill provides an additional 20% boost to drop rates for Monster Crystals. The Encounter Master and Battlemania Fragment Skills (see page 125) can also be activated to increase the spawn rate of all monsters, or to greatly enhance your chances of meeting rare opponents.

The Tour Guide, Inventory and Bestiary chapters reveal the favored habitats and default crystal drop rates of all tameable monsters.



#### MONSTER DEVELOPMENT

Like Serah and Noel, tamed monsters are leveled up at the Crystarium by investing Monster Materials (more on which shortly), though they are restricted to their single default roles. Each monster race has its own Crystarium "constellation" of large nodes that is arranged into at least one Stage.

Monsters gain stat increases and role abilities as they level up. They will also acquire passive abilities to enhance their skills and attributes even further. Some of these abilities will receive "upgrades" as a monster develops: Strength: +10%, for example, could be replaced by Strength: +16% at a later node.

With many monsters, completing a Crystarium Stage unlocks an Expansion Bonus. This can be either an additional ATB segment or a Bonus Boost role enhancement. The number of Expansion Bonuses available to a monster is determined by how many Crystarium Stages it has. As there is no Expansion Bonus available for a monster's final Stage, a recruit with three Stages can obtain two Expansion Bonuses; a monster with a single Stage will not acquire one at all.

Deciding which Crystarium Expansion rewards to pick, then, is something that you need to consider carefully when developing a monster for use in battle. Here are our suggestions on how you should aim to prioritize Expansion Bonuses for monsters on a role-by-role basis.

 Commandos and Ravagers need to be evaluated individually in order to determine which type of bonus is more beneficial. One key element to consider should be the attacking speed of the monster in question. Faster monsters deserve more ATB segments; slower combatants need to make their hits count and should favor the Bonus Boosts. While values for relative spellcasting speeds are documented later in this chapter (see page 228), physical attacks are more difficult to evaluate precisely. You should pay attention to the animation speeds of your recruit in order to make an informed decision.

- Sentinels and Saboteurs should always prioritize the Bonus Boost enhancements, as they are more important for improving performance in these roles.
- Synergists and Medics should always take an additional ATB segment for their first Expansion Bonus. This enables them to perform abilities that cost two ATB segments much more frequently, which greatly improves their efficiency. The second extra ATB segment is not as crucial, so prioritize the Bonus Boosts afterwards.

When you study a monster's status screen, four different (and, at first glance, somewhat enigmatic) pieces of information are presented in blue and white frames in the top-right corner of the screen. The frame containing icons reveals the Grade of Monster Material currently required to level it up (see next section for more details). The other three are adjectives that may describe the monster in often oblique yet potentially illuminating ways. While many of these short vignettes are purely stylistic flourishes and provide no practical information, some reveal a monster's innate proficiencies or a feature of their developmental character. A list of the more pertinent descriptions is provided in the following table.

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#### MONSTER DESCRIPTIONS

TERM	MEANING		
Early Peaker	Reaches a maximum level of 20.		
Well-Grown	Reaches a maximum level of 30 to 60.		
Late Bloomer	Reaches a maximum level of 70 to 99.		
Hearty	High HP growth.		
Strong	High Strength growth.		
Magical	High Magic growth.		
Balanced	Balanced parameter growth.		
Brainy	Learns many abilities.		
Flameprone	Weak against Fire.		
Frostprone	Weak against Ice.		
Sparkprone	Weak against Lightning.		
Windprone	Weak against Wind.		
Flameproof	Strong Fire resistance or learns Fire resistance abilities.		
Frostproof	Strong Ice resistance or learns Ice resistance abilities.		
Thunderproof	Strong Lightning resistance or learns Lightning resistance abilities.		

	MEANING			
Windproof	Strong Wind resistance or learns Wind resistance abilities.			
Meleeproof	Strong physical resistance or learns physical resistance abilities.			
Manaproof	Strong magic resistance or learns magic resistance abilities.			
Venomproof	Strong Poison resistance or learns Poison resistance abilities.			
Fogproof	Strong Fog resistance or learns Fog resistance abilities.			
Painproof	Strong Pain resistance or learns Pain resistance abilities.			
Hexproof	Strong Curse resistance or learns Curse resistance abilities.			
Wimpy	Has multiple weaknesses.			
Stoic	Has numerous resistances or learns many resistance-based abilities.			
Resourceful	Learns abilities that improve post-battle rewards.			
Pinch Hitter	Learns abilities that can be activated when in danger.			
Loyal	Learns abilities that will be activated when allies are in danger.			
Zippy	Speedy monster with abilities such as Auto-Haste or Critical: Haste.			
Rare	Difficult to encounter or recruit.			

Finally, the following table lists all possible Crystarium configurations in terms of level caps and comparative sizes of individual Stages.

#### CRYSTARIUM CONFIGURATIONS

	STAGE I LEVEL CAP	STAGE 2 LEVEL CAP	STAGE 3 LEVEL CAP	STAGE 4 LEVEL CAP	STAGE 5 LEVEL
Early Peaker	20	-	-	-	-
	15	30			
	15	30	40		
Well-Grown	15	30	45		
	20	40			
	20	40	60		
Late Bloomer	15	30	45	70	-
rate pioniler	15	30	45	70	99

#### MONSTER MATERIALS

Monsters can be leveled up by spending Monster Materials, which are dropped by numerous enemies or sold by Chocolina. By far the most costly and time-consuming process in monster development will be the acquisition and expenditure of these resources to level up your favored allies.

Monster Materials are categorized in three different ways:

- Material Grade corresponding to the current "cost rank" of the monster.
   This scales from one to five, represented at the Crystarium screen and the monster's status page by an icon-based gauge ().
- Material variety corresponding to the physical composition of the monster (either Biological or Mechanical).
- Material type corresponding to the bonus stat granted: Vitality (HP), Power (Strength), Mana (Magic), Potent (all three).

The higher Grade a material is, the more expensive and rare it tends to be. For many monsters, the material Grade required to level increases after advancing to a higher Crystarium Stage. Refer to the Complete Tameable Monster List to study the total material costs, by Grade, to max out every tameable monster.

As we have already mentioned, all Monster Materials provide bonus stats to your monsters in addition to their "raw" growths. By using a specific type of material, you can selectively enhance a specific stat even further. This bonus is granted at every level.

The table below lists the estimated bonus stat modifiers provided by each type of Monster Material. For percentages, the resultant calculations are typically rounded up to the nearest whole number.

#### **BONUS STAT MODIFIERS**

	POTENT MATERIAL BONUS	NON-POTENT MATERIAL BONUS	MINIMUM BONUS
Small	+30% of raw growths to all stats	+60% of raw growth to focused stat	+2 HP, +1 Strength, +1 Magic
Large	+55% of raw growths to all stats	+110% of raw growth to focused stat	+4 HP, +2 Strength, +2 Magic

Note that the minimum bonus applies even if there was no raw growth in a particular stat. This makes Potent materials more valuable when raw growths for a certain level are very low, because you are essentially cheating the percentages by guaranteeing the minimum bonus to all stats (rather than to a single one).

In fact, Potent materials are just plain superior to their more "specialist" equivalents. Even if you only care about improving Strength or Magic, Potent materials also provide an extra boost to HP, which is something that benefits every monster. This is not to say that non-Potent materials do not have their uses, though:

- Sentinels do not have much need for either Strength or Magic. It makes sense to spend any Vitality materials you have on hand to level them up, saving your Potent materials for other roles.
- There is no reason to spend Potent materials on monsters you plan to use only for infusion purposes and not as active combatants.
- More aggressive players may find it worthwhile to sacrifice HP for the
  additional gains to a power stat of choice, especially for Commandos and
  Ravagers who are naturally quite durable. We would still recommend
  using Potent materials for any level ranges in which the monster of
  interest has very low raw growths, to take advantage of the minimum
  bonus rule described earlier. Raw growth patterns will be detailed in the
  next section

Another important factor in the choice of Monster Material is availability. Please refer to the Inventory chapter on page 266 for a complete list of all Monster Materials, as well as all possible methods of acquisition. The Tour Guide chapter also highlights many farming opportunities.

In the accompanying table, we summarize some of the best farming spots for all Potent materials.

#### POTENT MATERIALS

NAME	GRADE	TYPE	FARMING LOCATION	NOTES
Potent Droplet	1	Biological	Bresha Ruins (005 AF): Cait Sith (33%), Gremlin (33%), Garchimacera (33%), Svarog (40%), Uridimmu (5%)	The weak Gremlin and Garchimacera enemies in the external Echoes of the Past areas appear in large groups.
Potent Bolt	1	Mechanical	Bresha Ruins (005 AF): Zwerg Scandroid (20%), Pulsework Knight (33%), Hoplite (40%)	Scour the tunnels in the west and northwest of the Echoes of the Past zone for groups of Hoplites.
Potent Sliver	2	Biological	Sunleth Waterscape (300 AF): Ceratoraptor (33%), Flandit (30%), Ceratosaur (25%)	The Ceratoraptor and Ceratosaur are extremely common in the Base of the Crystal area in the north of the map.
Potent Chip	2	Mechanical	Augusta Tower (200 AF): Orion (30%), Dragoon (30%)	These monsters regularly appear together on the 52nd Floor, and the Orion can drop three Potent Chips at once.
Potent Orb	3	Biological	The Archylte Steppe (??? AF): Buccaboo, Buccaboo Ace (30%) Academia (400 AF): Ghoul (5%) A Dying World (700 AF): Garganzola (30%), Apotamkin (30%)	The sheer volume of weak Ghouls in the Alley area in Academia (400 AF) makes it the prime mid-story spot to farm these items. A Dying World (700 AF) offers the most consistent farming opportunity later in the story, though: the Garganzola and Apotamkin enemies on the west side of the map can drop two per kill.
Potent Engine	3	Mechanical	Augusta Tower (300 AF): Flanitor (15%), Flanborg (25%) Bresha Ruins (300 AF): Munchkin (15%)	The Flanitor and Flanborg are the most commonly encountered enemies on all but the (semi-secret) 13th Floor in Augusta Tower (300 AF). Munchkins are ridiculously plentiful in the external Echoes of the Past area in Bresha Ruins (300 AF).
Potent Essence	4	Biological	The Archylte Steppe (??? AF): Hedge Frog (15%), Mud Frog (15%), Swampmonk (20%), Caterchipillar (5%)	All of the monsters listed to the left appear in the Clearwater Marshes area during rainy weather, and usually in large groups.
Potent Booster	4	Mechanical	Academia (500 AF): Yeoman (20%), Pantopoda (30%)	The lengthy fixed platform that runs from east to west in the center of the map has a phenomenally high enemy spawn rate, with large groups of Yeoman appearing more regularly than other foes.
Potent Crystal	5	Biological	The Archylte Steppe (??? AF): Microchu (30%)	The humble Microchu appears in groups throughout the Clearwater Marshes sunshine presents the most favorable hunting conditions. With the Encounte Master Fragment Skill, you can farm them with great efficiency.
Potent Generator	5	Mechanical	The Archylte Steppe (??? AF): Vampire (20%)	The Vampire enemy type is found on the Steppe during stormy weather.

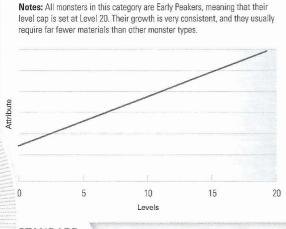


#### GROWTH PATTERNS

There are a number of different patterns that a monster's raw stat growth/can follow, which can be seen as subdivisions of the three main descriptions applied to monsters (Early Peaker, Well-Grown and Late Bloomer). In this section, we detail these trends and how they apply to various monsters. While the growth pattern for each monster is provided in the Complete Tameable Monster List, we strongly suggest that you read this section first to understand the subtleties of how growth patterns are implemented in the game.

There are eight main patterns that are assigned to tameable monsters, and these govern how the stats of monsters grow at each stage of their development. The following graphs illustrate each different pattern type.

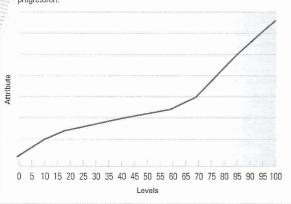
#### - THE EIGHT STAT GROWTH PATTERNS -





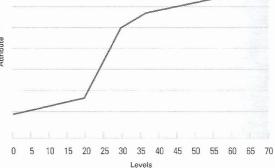
EARLY PEAKER

Notes: This pattern includes monsters of all types (Early Peakers, Well-Growns and Late Bloomers). They all have a mostly consistent growth progression.



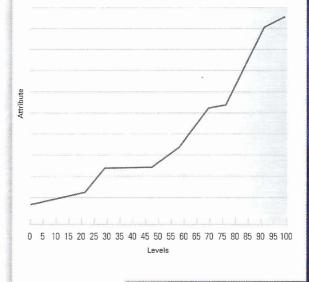


Notes: Monsters in this category are mostly Well-Growns. They tend to have an inconsistent growth pattern, with a slow start followed by a phase of rapid development, before slowing down.



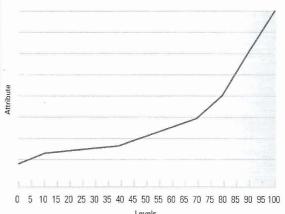
#### **VERY ERRATIC**

Notes: This pattern includes only Well-Growns and Late Bloomers. Monsters of this ilk alternate between stagnation and rapid development.



#### LATE BLOOMER

Notes: The curve of monsters in this category is exponential: it starts slowly and becomes steeper and steeper as they grow.



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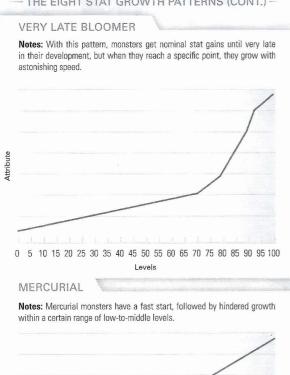
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#### THE EIGHT STAT GROWTH PATTERNS (CONT.) -

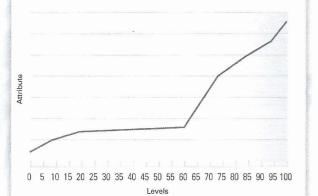




Attribute

Notes: The monsters in this category follow the same overall pattern as Mercurial creatures, but their growth is minimal for an even longer period, which means that the second half of their development can be quite fast.

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100



One thing to remember is that these curves are scaled from Level 1 to Level 99, except for the Early Peaker curve which ends at Level 20 and the Erratic curve which ends at Level 70. This means that they are not fitted proportionally to each monster's level cap. For example, a monster may have a level cap of 40 and stat growth conforming to the "Very Late Bloomer" type (Major Moblin fits this description). In this case, the stat growth curve applicable to this monster would be the part of the curve corresponding to the "slow" section (broadly the first half of the curve). But, and we cannot stress this enough, that does not mean that the monster has slow or poor growth! It simply means that the monster's growth curve takes on the overall shape of the truncated section of the "Very Late Bloomer" graph. It is very important to understand this concept to avoid confusion when you study the Complete Tameable Monster List.

#### MONSTER ABILITIES AND INFUSION

There are many abilities that only tamed monsters can possess or perform. Developing a diverse team of monster allies with access to the best of these proficiencies can enable you to create a party of enormous power.

You can customize tamed monsters by infusing them with other crystals. This allows you to power up a recruit of your choice by inheriting abilities that they could not otherwise acquire on their own. The process of infusing crystals is performed in the Monsters entry at the Main Menu.

Aside from Feral Link abilities, which we will discuss separately, there are two types of abilities: role abilities and passive abilities. Role abilities are specific to each of the six roles and serve to enhance the capabilities of a monster in combat. Passive abilities can also improve role performance, but usually provide all-encompassing (and in some cases unique) benefits. Separate sets of rules govern the inheritance of role abilities and passive abilities.

#### Infusion of Role Abilities

This category is divided into active abilities, which are the direct actions taken during battle, and auto abilities, which serve to augment active abilities in some way. For a list of all role abilities and details on whether or not they can be infused, see page 234.

By default, every monster can grant one role ability during infusion. However, it's important not to infuse abilities simply because you can. You should prioritize or avoid certain abilities depending on what you would like your monster to specialize in. It is generally better to retain more than one monster for each role and utilize them strategically when circumstances call for a specific set of abilities. For example, offensive Synergists are strong candidates for limited inheritance of role abilities; you'll likely want to use them to cast Bravery and Faith (Noel can usually take care of any defensive buffs), so it is counterproductive to infuse them with abilities such as Protect and Shell, which increases the likelihood that they will become sidetracked before they bestow those all-important damage boosts.

Performing infusions with monsters of different roles will not result in the acquisition of any role abilities. It is impossible for a Commando to inherit Fire or any other non-Commando role ability. However, there are reasons to infuse across roles. The most obvious benefit is that you will be able to transfer useful passive abilities this way. There is also a hidden property that enables monsters to learn an otherwise unobtainable ability once a sufficient number of leveled monsters of different roles have been infused. These abilities are:

#### HIDDEN INFUSED ABILITIES

ROLE	HIDDEN ABILITY	REQUIREMENTS
Commando	Jeopardize	Infuse a COM monster with developed RAV monsters (of any variety) with a cumulative total of at least 99 levels.
Ravager	Vigor	Infuse a RAV monster with developed COM monsters (of any variety) with a cumulative total of at least 99 levels.
Sentinel	Reprieve	Infuse a SEN monster with developed MED monsters (of any variety) with a cumulative total of at least 99 levels.
Saboteur	Jinx	Infuse a SAB monster with developed SYN monsters (of any variety) with a cumulative total of at least 99 levels.
Synergist	Boon	Infuse a SYN monster with developed SAB monsters (of any variety) with a cumulative total of at least 99 levels.
Medic	Curaia	Infuse a MED monster with developed SEN monsters (of any variety) with a cumulative total of at least 99 levels.



#### Infusion of Passive Abilities

Passive abilities provide a variety of bonuses. Serah and Noel can enjoy a limited number of these through their choice of equipment, but monsters can learn them through the Crystarium and inherit them from other monsters by way of infusion. Monsters can possess up to ten passive abilities at a time, which makes it possible to create true powerhouse allies for your Paradigm Pack.

While passive abilities can generally be transferred freely between any two monsters, there are certain rules and restrictions that lead to exceptions:

- A number of monsters have one or more passive abilities that are marked with a red padlock (♠). Red-locked abilities are not transferrable under any circumstances; essentially, they are innate characteristics of the monster in question, either by default or after acquisition through the Crystarium. Having red-locked abilities also means that the number of "free" passive slots is reduced.
- There is a hidden hierarchy for passive abilities within the game. All passives are assigned a certain rank. After you have reached the maximum of ten passive abilities on a monster, you can continue to infuse new ones if they are of a higher rank than existing abilities. In other words, when the existing pool of abilities and that of a monster to be sacrificed exceeds ten, the highest-ranked abilities are the ones that will be retained. Those that fall outside the cut-off point will either be overwritten (if they were part of the original set of abilities) or discarded (if they belonged to the monster being sacrificed). The ranks assigned to all passive abilities are generally agreeable in terms of what is most valuable.
- As you might expect, just as red-locked abilities are incapable of being transferred to another monster, they are also exempt from the ability hierarchy (and, therefore, immune to being overwritten).

• It is possible to "lock" passive abilities to a particular monster, thus protecting them during infusions, by inheriting the same type of ability repeatedly: for example, multiple Strength +X% abilities. This will create a yellow lock for that type of ability (♠). Yellow-locked abilities can be infused and remain yellow-locked once inherited. You should think carefully before creating them on monsters that you plan to sacrifice via infusion, because doing so will "fix" one passive ability slot for the target monster permanently.

#### Feral Link Abilities

Broadly speaking, there are four types of Feral Link abilities:

- "Attack"-type, which primarily inflict damage on opponents.
- "Debuff"-type, which attempt to inflict an array of status ailments.
- "Buff"-type, which bestow status enhancements on the party.
- "Healing"-type, which restore HP, remove status ailments, or perform both feats at once.

It can sometimes be worthwhile to include monsters in your Paradigm Pack specifically for their Feral Link talents. Perhaps the best example is Friendly Fire, the Feral Link shared by the Circuitron and Cloudburst monster Ravagers. With a simple string of button presses, you can greatly improve the offensive capabilities of your entire party without the need to call on a Synergist — which, in lengthy battles against tough opponents, can make a world of difference.

You can find more information on this subject and the complete list of all Feral Link abilities on page 241.

#### ABILITY AND INFUSION RECOMMENDATIONS

#### Role Abilities (Inheritable)

This table documents many of the most useful role abilities, and how you can easily and cheaply infuse them to the tamed monster of your choice.

#### RECOMMENDED ROLE ABILITIES (INHERITABLE)

ROLE	ABILITY	BEST INFUSION SOURCES
Commando	Ruinga	Scutari (Lv. 20)
	Adrenaline	Orion (Lv. 13), Dragoon (Lv. 18)
	Blindside	Dragoon (Lv. 2), Frag Leech (Lv. 12), Goblin (Lv. 19)
	Scourge	Goblin (Lv. 20), Orion (Lv. 16)
Ravager	Fire	Garchimacera (Lv. 1), Tabasco Toad (Lv. 1)
	Blizzard	Buccaboo (Lv. 1), Gremlin (Lv. 1), Nekton (Lv. 1)
	Thunder	Pleuston (Lv. 1), Zwerg Scandroid (Lv. 8)
	Aero	Spiceacilian (Lv. 1)
	Fira	Bomb (Lv. 1), Koboldroid Yang (Lv. 5)
	Blizzara	Buccaboo (Lv. 10), Buccaboo Ace (Lv. 10), Cryohedron (Lv. 1)
	Thundara	Apotamkin (Lv. 17), Circuitron (Lv. 1)
	Aerora	Koboldroid Yin (Lv. 8), Tempest (Lv. 1)
	Firaga	Bomb (Lv. 12), Grenade (Lv. 15)
	Blizzaga	Cryohedron (Lv. 15)
	Thundaga	Circuitron (Lv. 15)
	Aeroga	Tempest (Lv. 15)
	Flamestrike	Fencer (Lv. 4), Garchimacera (Lv. 3), Tabasco Toad (Lv. 3)
	Froststrike	Buccaboo (Lv. 1), Ceratoraptor (Lv. 1), Gremlin (Lv. 3), Zwerg Metro (Lv. 1)
	Sparkstrike	Circuitron (Lv. 5), Zwerg Scandroid (Lv. 1)
	Galestrike	Fencer (Lv. 1), Spiceacilian (Lv. 3)
	Fearsiphon	Flanbanero (Lv. 10), Garchimacera (Lv. 6), Gremlin (Lv. 6)

	ABILITY	BEST INFUSION SOURCES
Ravager	Overwhelm	Flanbanero (Lv. 3), Zwerg Metro (Lv. 5)
Sentinel	Challenge	Lancer (Lv. 16), Navidon (Lv. 1)
	Mediguard	Pulse Knight (Lv. 12)
Saboteur	Deprotect	Breshan Bass (Lv. 1), Pantopoda (Lv. 1), Schrodinger (Lv. 1), Unsaganashi (Lv. 1)
	Deshell	Breshan Bass (Lv. 5), Forked Cat (Lv. 1), Mimi (Lv. 1)
	Wound	Pantopoda (Lv. 1), Viking (Lv. 1)
	Poison	Dendrobium (Lv. 1)
	Imperil	Ahriman (Lv. 1), Black Chocobo (Lv. 7), Chelicerata (Lv. 12)
	Dispel	Mimi (Lv. 8)
	Pain	Dendrobium (Lv. 56)
	Fog	Viking (Lv. 20)
	Curse	. Ahriman (Lv. 4)
Synergist	Bravery	Clione (Lv. 1)
	Faith	Oannes (Lv. 1)
	Bravega	Testudo (Lv. 14), Yakshini (Lv. 13)
	Faithga	Testudo (Lv. 18), Yakshini (Lv. 26)
	Enfire	Amanojaku (Lv. 1), Mewmao (Lv. 3)
	Enfrost	Amanojaku (Lv. 2), Gancanagh Ace (Lv. 6), Luminous Puma (Lv. 7)
	Enthunder	Amanojaku (Lv. 20), Oannes (Lv. 20), Miquiztli (Lv. 11)
	Enaero	Gancanagh Ace (Lv. 1), Miquiztli (Lv. 2)
Medic	Cura	Exoray (Lv. 8)
	Esunada	Cactuarama* (Lv. 28), Flanitor (Lv. 34)

^{*}Cactuarama is an irreplaceable Monster Crystal, so we would naturally recommend the Flanitor.

#### Role Abilities (Non-heritable)

The following table presents the most significant role abilities that cannot be inherited through infusion. The monsters that learn these abilities may be of special interest to you if you are in search of a very specific proficiency or skillset while developing your battle strategy.

#### RECOMMENDED ROLE ABILITIES (NON-HERITABLE)

		LEARNED BY	COMMENTS	
Commando	Armor Breaker	Chichu, Dragoon, Dreadnought, Flanborg, Gandayaks, Golden Chocobo, Hoplite, Meonekton, Narasimha, Proto-behemoth, Scutari	A useful ability that allows your Commando to penetrate enemy resistance to physical damage.	
	Mind Piercer	Goblin, Metallicactuar, Seeping Brie, Shaguma	The magical equivalent of Armor Breaker.	
Stagger: Drain		Cactuaroni, Crawler, Flanborg, Golden Chocobo, Mandrake, Miniflan, Twilight Odin	Recovers a proportion of the HP loss inflicted on a Staggered enemy. Useful for maintaining an offensive against persistent enemy attacks, making healing less necessary.	
	Deprotect Chaser	Cactuar, Don Tonberry, Flanborg, Mandrake, Orion, Shaguma, Tonberry	Boosts damage against enemies afflicted with the listed status	
	Deshell Chaser	Chunerpeton, Don Tonberry, Metallicactuar, Miniflan, Orion, Tonberry, Vouivre	ailments; these four correspond to the most useful and commonly seen debuffs.	
	Imperil Chaser	Chocobo, Don Tonberry, Mánagarmr, Seeping Brie, Tonberry		
	Poison Chaser	Don Tonberry, Gorgonopsid, Mandrake, Tonberry, Twilight Odin, Uridimmu, Vouivre		
Ravager	Felflame	Bomb, Debris, Grenade	Abilities unique to the Bomb-type monsters that further amplify	
	Felfrost	Cloudburst, Cryohedron	damage of a particular element against enemies weak to that	
	Felspark	Circuitron, Debris	element.	
	Felgust	Cloudburst, Tempest		
Saboteur	Endless Nightmare	Black Chocobo, Illuyankas, Rangda, Samovira	Allows your Saboteur to refresh existing status ailments without having to reapply them individually. Not generally useful, but hand in long fights against enemies susceptible to multiple debuffs.	
Synergist	Endless Blessings	Gigantuar, Leyak, Microchu, Miquiztli, Purple Chocobo, Testudo, Triffid	Allows your Synergist to refresh existing status enhancements without having to reapply them individually. Very useful for offensive buffs.	
Medic	Cheer	All Medics except Exoray, Haguma, White Chocobo	Boosts the Feral Link gauge.	

#### Passive Abilities

The Recommended Passive Abilities table catalogs what we consider to be the best highend passive abilities. These are the categories of proficiencies we have chosen:

- Large improvements to stats or resistances; for status ailments, we focus on what we perceive to be the most debilitating effects
- Abilities that activate automatically at the start of battle, providing the monster with a temporary but very significant increase in combat performance
- Role-specific enhancements
- Other special bonuses related to the three types of gauges (ATB, Chain/Stagger, and Feral Link)
- Abilities granting bonuses specific to certain Paradigm Packs
- Abilities that improve post-battle rewards

Feel free to refer to page 239 for more details on specific skills or skill types.

We have also listed the names of the monsters that learn these abilities (in red if red-locked), as well as how you may most efficiently transfer them to the monster of your choice via infusion.



#### RECOMMENDED PASSIVE ABILITIES

ABILITY	LEARNED BY	BEST INFUSION SOURCE
HP: +25%	Chunerpeton, Yaksha, Bunkerbeast, Flandit, Pulse Knight, Luminous Puma, Mewmao, Yakshini	Yaksha (Lv. 12), Pulse Knight (Lv. 2 Mewmao (Lv. 10)
HP: +30%	Lucidon, Pulse Gladiator, Forked Cat, Necrosis	Forked Cat (Lv. 54)
Strength: +25%	Apkallu, Behemoth, Chichu*, Dreadnought, Flangonzola, Thermadon, Vouivre, Grand Behemoth, Koboldroid Yin, Tabasco Toad, Metalligantuar, Silver Lobo, Gigantuar*	Thermadon (Lv. 28)
Strength: +35%	Tonberry	Tonberry (Lv. 24)
Magic: +25%	Flanbanero, Grand Behemoth, Nekton, Spiceacilian, Metalligantuar, Ahriman, Black Chocobo, Gigantuar*, Haguma	Grand Behemoth (Lv. 44)
Magic: +35%	Tonberry	Tonberry (Lv. 22)
Resist Physical: +36%	Tabasco Toad, Tezcatlipoca, Xolotl, Bamapama, Purple Chocobo, Green Chocobo	Xoloti (Lv. 36)
Resist Magic: +36%	Spiceacilian, Tezcatlipoca, Xolotl, Deathgaze, Mimi, Gahongas, Imp, Mewmao	Mewmao (Lv. 23)
Resist Fire: +45%	Red Chocobo, Seeping Brie, Svarog, Calautidon, Goblin Chieftain, Chelicerata, Viking, Clione	Red Chocobo (Lv. 29), Viking (Lv. 19
Resist Fire: +53%	Koboldroid Yang	Koboldroid Yang (Lv. 70)
Resist Ice: +45%	Dragoon, Albino Lobo, Bloodfang Bass, Breshan Bass	Dragoon (Lv. 17)
Resist Ice: +53%	Blue Chocobo, Ceratosaur	Ceratosaur (Lv. 54)
Resist Lightning: +45%	Mánagarmr, Zwerg Scandroid, Fachan	Zwerg Scandroid (Lv. 31)
Resist Wind: +45%	Chocobo, Cloudburst, Debris, Unsaganashi, Triffid	Triffid (Lv. 36)
Resist Elements: +30%	Caterchipillar  Control Control Matallianature	Castron (Lv. 30) Contraren (Lv. 30)
Resist Slow: +66% Resist Poison: +66%	Cactuar, Cactuaroni, Metallicactuar  Gorgonopsid, Mandraka, Clamatis	Cactuar (Lv. 30), Cactuaroni (Lv. 30)
Resist Poison: +66%	Gorgonopsid, Mandrake, Clematis Notsugo, Black Chocobo	Clematis (Lv. 26) Notsugo (Lv. 37)
Resist Fail: +66%	Dendrobium, Rangda*, Unsaganashi, Fachan, Leyak*, Cait Sith	Leyak (Lv. 50)
Resilience: +20%	Barbed Specter, Schrodinger, Sahagin Prince, Cactuarama*	Schrodinger (Lv. 30)
Resilience: +40%	Necrosis	Necrosis (Lv. 70)
Rapid Recovery	Spiceacilian, Tabasco Frog, Mewmao, Microchu, Haguma	Microchu (Lv. 24)
Auto-Haste	Cactuaroni, Yeoman, Samovira, Schrodinger, Sahagin Prince	Schrodinger (Lv. 41)
Auto-Bravery	Cactuar, Narasimha, Thermadon, Vodianoi, Major Moblin	Thermadon (Lv. 26)
Auto-Faith	Metallicactuar	Metallicactuar (Lv. 45)
Auto-Tetradefense	Grand Behemoth, Tezcatlipoca	Tezcatlipoca (Lv. 60)
Chain Bonus Boost	Blue Chocobo, Buccaboo, Ceratoraptor, Dendrobium	Ceratoraptor (Lv. 2)
Chain Bonus Boost II	Garchimacera, Koboldroid Yang, Pink Lily	Pink Lily (Lv. 30)
Improved Guard	Goblin Chieftain, Lancer	Lancer (Lv. 10)
Improved Guard II	Flandit, Xolotl	Flandit (Lv. 99)
Improved Ward	Bunkerbeast, Lancer	Lancer (Lv. 20)
Improved Debuffing	Bamapama, Black Chocobo, Hedge Frog, Mimi	None
Improved Debuffing II	Chelicerata, Forked Cat, Garuda, Necrosis	None
Improved Debilitation	Illuyankas	None
Improved Debilitation II	Ahriman, Silver Lobo	None
Augment Maintenance	Sahagin Prince, Testudo	None
Augment Maintenance II	Imp, Miquiztli, Nanochu, Purple Chocobo	None
Improved Cure II Attack: ATB Charge II	Cactrot, Cait Sith, Exoray, Flanitor, Green Chocobo, Haguma Chichu*, Chocobo, Dragoon, Goblin, Reaver, Twilight Odin*,	Exoray (Lv. 39) Yeoman (Lv. 1)
Quick Stagger	Yeoman, Gremlin, Pleuston, Barbed Specter, Hedge Frog  Don Tonberry, Flangonzola, Garganzola, Narasimha, Orion,	Narasimha (Lv. 1), Fencer (Lv. 19)
	Svarog, Fencer	
Stagger Maintenance II Feral Surge	Red Chocobo, Svarog, Buccaboo Ace, Zwerg Metro Scutari, Shaguma, Navidon, Pitterpatter, Rangda, Leyak, Mewmao, Nanochu, Sahagin Prince, Thexteron, Cactuarina, White Chocobo	Zwerg Metro (Lv. 20)  None
Feral Speed II	Chichu*, Dragoon, Hoplite, Shaguma, Lancer, Major Moblin, Gancanagh, Illuyankas, Gancanagh Ace, Cactuarina, Haguma, White Chocobo	Dragoon (Lv. 4), Gancanagh (Lv. 1)
Role Resonance	Frag Leech, Miniflan, Sarracenia, Buccaboo Ace, Munchkin Boss, Nekton, Pulse Gladiator, Cactuarama	Frag Leech (Lv. 30)
Pack Mentality	Chichu*, Sarracenia, Apotamkin, Zwerg Metrodroid, Ceratosaur, Hedge Frog, Nanochu*	Chichu (Lv. 1), Nanochu (Lv. 1)
Bonus CP	Don Tonberry, Pulse Gladiator, Green Chocobo	None
Gilfinder II	Chunerpeton, Crawler, Frag Leech, Moblin, Apotamkin, Bloodfang Bass, Buccaboo, Buccaboo Ace, Ceratoraptor, Munchkin Boss, Calautidon, Ceratosaur, Gancanagh	Buccaboo (Lv. 20), Gancanagh (Lv. 20)
tem Scavenger II	Calautidon, Cactrot, Silver Chocobo*, Breshan Bass, Microchu	Calautidon (Lv. 1)
tem Collector	Crawler, Apotamkin, Gancanagh Ace, Triffid, Cactrot, Exoray, Spiranthes	Apotamkin (Lv. 14)

^{*} Note that Rangda, Leyak, Chichu, Nanochu, Cactuarama, Twilight Odin, Silver Chocobo, Golden Chocobo and Gigantuar are unique, one-of-a-kind monsters – you cannot obtain a new crystal once you have infused them into another.

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#### COMPLETE TAMEABLE MONSTER LIST

In this section we offer a complete list of recruitable monsters and parameters related to their acquisition, development, and proficiencies. The details revealed are as follows:

Name: The name of the monster.

Role: The role of the monster.

Habitat: Locations in the game where you can recruit this monster.

Max Level: The monster's Crystarium level cap.

Strength/Magic/HP (min->max): The approximate stats of the monster at Level 1 (min) and their highest level (max) when leveled solely with Potent materials, also taking boosts from passive abilities learned during Crystarium development into account. Because there is a small random factor to every monster's Level 1 stats, these values may vary slightly in your case. Also, using non-Potent materials will obviously make a difference. Use these numbers as reference values to compare different monsters.

**Growth Pattern:** The type of growth pattern exhibited by the monster as it levels up. Refer to the Growth Pattern section on page 224 for a more thorough explanation of this factor.

**Costs: Grade 1-5:** The number of materials of each Grade required to take the monster to its Max Level; one Grade usually corresponds to one Crystarium Stage.

Casting Speed: The normalized speed for casting a full ATB queue of spells as a percentage of Serah's speed. This is an essential attribute, as faster monsters will act and use their abilities far more often. All allies have different casting animations for offensive and defensive spells. Therefore, monsters in offensive roles (COM/RAV/SAB) conform to one scale, while monsters in defensive roles (SYN/MED) adhere to another. The casting speed of Serah is set at 100 (both offensive and defensive) and used as a reference for comparison; for Noel it is 85 (offensive) and 80 (defensive), meaning that Noel's casting speed is 15% and 20% slower when using offensive and defensive spells respectively. The same principle applies to all tameable monsters, though the casting speed value is irrelevant for Sentinels.

**Feral Link:** The name of the monster's Feral Link ability. See page 241 for additional specifics on each individual Feral Link.

**Notes:** The monster's damage and status resistances, usually not revealed in the game, as well as any additional comments.

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Apkallu	COM	Academia (500 AF)	45	100→1,176	62 <b>→</b> 456	1,923→7,366	Standard	-	-	31	46	23	75	Abyssal Breath	Halved: All Ailments; Weak: Fire/Lightning
Behemoth	COM	Yaschas Massif (010 AF and 01X AF)	70	92 <b>→1</b> ,112	40→399	840→8,081	Very Late Bloomer		24	32	63	52	80	Bellow	Halved: All Ailments
Cactuar	COM	The Archylte Steppe (??? AF)	45	142→898	63→327	1,062→4,306	Standard	-	-	31	46	23	65	1000 Needles	Halved: All Ailments; Weak: Fire
Cactuaroni	COM	The Archylte Steppe (??? AF)	45	163→875	72→337	1,217→4,613	Standard			31	46	23	65	Piercing Rain	Weak: Fire
Chichu	COM	Improved Moogle Throw (see page 125)	70	152→1,130	102→657	696→6,220	Late Bloomer	-	24	32	63	52	85	Meteorite	-
Chocobo	сом	The Archylte Steppe (??? AF)	99	74 <b>→</b> 1,054	55→674	827 <b>→</b> 8,012	Late Bloomer	25	42	32	76	76	80	Kweh	Halved: Wind; Weak: Id
Chunerpeton	COM	Yaschas Massif (110 AF)	45	60→536	73 <b>→</b> 465	951→7,767	Standard	-	-	31	46	23	65	Refreshing Rain	Resistant: Ice; Weak: Lightning
Crawler	COM	Yaschas Massif (100 AF)	45	51→323	85→362	881→3,780	Standard			31	46	23	45	Slurp	Weak: Lightning
Don Tonberry	COM	Bresha Ruins (100 AF)	30	78 <b>→</b> 830	60→836	1,098→5,665	Standard	-	-	31	46	-	75	Hateful Gouge	Resistant: All Ailments; Halved: Physical/Magic
Dragoon	COM	Augusta Tower (300 AF and 200 AF)	20	150→503	125→262	1,692→4,435	Very Mercurial		28	-	<u> </u>	1	45	Orbital Battery	Immune: Poison; Halved Ice; Weak: Fire
Oreadnought	COM	Vile Peaks (010 AF)	45	240→827	46→323	2,510→10,895	Very Late Bloomer	-	-	31	46	23	40	Flame Cyclone	Immune: Poison; Halved Physical/Magic
Flanborg	COM	Augusta Tower (300 AF)	40	68→485	100→514	835→4,378	Erratic	-	28	67			20	Twin Fists	Resistant: Lightning; Weak: Fire/Wind
Flangonzola	COM	The Archylte Steppe (??? AF)	70	49→830	72 <b>→</b> 700	596→5,666	Late Bloomer	-	-	31	46	110	35	Twin Fists	Halved: Magic/Ice; Weak: Lightning
Frag Leech	COM	Oerba (200 AF)	40	27→351	49 <b>→</b> 234	487→2,640	Very Erratic		28	67			45	Explosive Thrust	Halved: Fire; Weak: Ice
Gandayaks	COM	Yaschas Massif (010 AF and 01X AF)	20	55 <b>→</b> 279	36→134	942→1,840	Very Mercurial	-	28	-	-	-	65	Heel Kick	-
Garganzola	COM	A Dying World (700 AF), New Bodhum (700 AF)	70	79→739	114 <b>→</b> 779	993→6,722	Late Bloomer		24	32	63	52	20	Twin Fists	Halved: Physical/All Ailments
Goblin	COM	The Archylte Steppe (??? AF)	20	49 <b>→</b> 271	69→138	615→1,592	Early Peaker	28	-	-	-	-	75	Goblin Rush	Halved: Fire
Golden Chocobo	сом	Treasure sphere, A Dying World (700 AF)	45	261 <del>→</del> 836	190→663	3,180→8,356	Very Late Bloomer			31	46	23	80	Kweh	
Gorgonopsid	COM	New Bodhum (003 AF)	99	59→751	33→625	400 <b>→</b> 6,242	Very Late Bloomer	25	42	32	76	76	65	Sonic Fangs	Weak: Fire
loplite	COM	Bresha Ruins (005 AF)	20	60→142	28→68	474 <b>→</b> 1,887	Very Mercurial	28	7	Ţ	•		75	Second Nailgun	Immune: Poison; Halved: Physical/Magic Weak: Ice
ucidon	COIVI	Oerba (200 AF)	99	42→956	23 <b>→</b> 425	932→6,799	Very Erratic		24	32	63	177	65	Shell Spin	Resistant: All Ailments; Halved: Physical/Magic, All Elements
/lánagarmr	COM	Academia (500 AF)	45	190 <b>→</b> 741	124→549	1,552→6,651	Very Erratic			31	46	23	65	Sonic Fangs	Resistant: Lightning; Halved: All Ailments
/landrake	COM	Yaschas Massif (010 AF, 01X AF and 110 AF)	99	48 <b>→</b> 874	100→418	445→6,564	Late Bloomer	25	42	32	76	76	55	Sniping Thrust	-
/leonekton	COM	New Bodhum (003 AF), Bresha Ruins (005 AF)	20	27→205	23→124	443 <b>→</b> 1,567	Early Peaker	28	*				55	Black Hole	
/letallicactuar	COM	The Archylte Steppe (??? AF)	45	145→731	63→755	1,050→8,096	Standard	•	-	-	44	69	65	Hit-and-Run	Resistant: All Ailments; Weak: Fire
Ainiflan	COM	Sunleth Waterscape (300 AF), Archylte Steppe	99	44 <b>→</b> 942	66→1,002	547 <b>→</b> 6,768	Mercurial	25	42	32	76	76	50	Špit	Halved: Physical/Fire; Weak: Wind

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oblin	COM	The Archylte Steppe (??? AF)	20	48 <b>→</b> 270	67 <b>→</b> 136	608→1,868	Early Peaker		28	-	-	-	75	Batter Up	Weak: All Elements
unchkin	сом	Bresha Ruins (300 AF and 100 AF)	20	107→506	85→158	1,318→3,755	Standard		28		-	, 34	75	Goblin Rush	Halved: Physical
ırasimha	COM	Yaschas Massif (010 AF and 01X AF)	70	177→920	62→503	1,591→9,157	Mercurial	-	-	31	46	110	80	Diving Strike	Halved: Ice/All Ailments; Weak: Fire
ion	сом	Augusta Tower (300 AF	20	132→370	32→210	1,872→4,123	Very Mercurial		28				80	Dual Bolt	Immune: Poison; Halved: Lightning; Weak: Fire
oto-behemoth	сом	and 200 AF) Academia (500 AF)	40	260→849	90→414	2,462→8,039	Very Erratic		-	66	36		65	Sunder	-
aver	сом	The Archylte Steppe (??? AF)	70	130→909	46→473	1,247→8,687	Very Mercurial		24	32	63	52	80	Spinning Slice	
d Chocobo	COM	The Archylte Steppe (??? AF)	99	53→974	68→761	604→6,259	Very Mercurial	25	42	32	76	76	80	Kweh	Resistant: Fire; Weak: Ice
rracenia	COM	New Bodhum (003 AF)	60	16→392	30→216	291→3,024	Erratic	28	80	67			45	Slurp	Halved: Physical; Weak: Ice
utari	сом	The Archylte Steppe (??? AF)	20	163→404	78 <b>→</b> 172	1,205 <b>→</b> 5,761	Standard		28				75	Missile Hatch	Halved: Wind; Weak:
		Sunleth Waterscape					Very Late			22	co	TO.			Lightning
eping Brie	COM	(400 AF)	70	79→828	114→792	977→6,712	Bloomer		24	32	63	52	35	Hundred Fists	Weak: Wind Halved: Magic; Weak:
aguma	COM	Vile Peaks (010 AF)	20	41→267	60→209	830→2,768	Early Peaker		28	-			65	War Dance	Fire/Wind
arog	COIM	Bresha Ruins (005 AF)	99	90→867	23→408	797→9,480	Very Erratic	25	42	32	76	76	40	Fresh Breath	Halved: Physical/Magic/ Fire/All Ailments; Weak: Ice
ermadon	COM	Augusta Tower (200 AF)	40	218 <b>→</b> 1,097	36→240	1,474 <b>→</b> 6,442	Very Mercurial		28	67		-	65	Crippling Surge	Resistant: Physical/ Magic/All Ailments; Weak: Fire/Ice/Lightning; Leadenstrike
ıberry	COM	Bresha Ruins (300 AF)	30	80 <b>→</b> 1,000	61→1,005	1,087→5,654	Standard			31	46	·	75	Ultimate	Resistant: All Ailments;
ilight Odin	COM	Vile Peaks (010 AF and	99	89→987	13→525	899→13,000	Very Late			31	46	269	30	Grudge Zantetsuken	Halved: Physical/Magic Halved: All Ailments;
ingiit ouiii	COW	200 AF) Bresha Ruins (005 AF),		00 2 007	10 7 020	000 7 10,000	Bloomer			01	10	200	00	Zantotokon	ATB+1
dimmu	COM	Yaschas Massif (010 AF and 01X AF)	40	45→394	43→317	442→2,695	Erratic	28	80	*	-		65	Sonic Fangs	Weak: Fire
spid Soldier	COM	Augusta Tower (200 AF)	40	99->631	122→205	852 <b>→</b> 5,368	Very Erratic		-	66	36	-	55	Sniping Thrust	Halved: Physical/Magic/ Wind
dianoi	COM	The Archylte Steppe (??? AF)	20	69→933	103→355	1,328→7,628	Standard				34		65	Spinning Step	Halved: Physical/ Lightning/Wind, Weak:
															Fire Halved: Fire/All Ailments;
uivre	COM	The Archylte Steppe (??? AF)	70	111→881	30→328	1,020→7,888	Very Erratic		24	32	63	52	40	Tail Whip	Weak: Lightning/Wind
ksha	COM	Vile Peaks (010 AF)	20	180→813	100→353	1,280→5,848	Standard			66		-	65	Spinning Step	Halved: Physical; Weak: Ice/Wind; Ironstrike
oman oino Lobo	COM	Academia (500 AF) Bresha Ruins (005 AF)	20 70	193 <b>→</b> 516 70 <b>→</b> 641	47 <b>→</b> 284 67 <b>→</b> 689	2,718→5,847 788→5,428	Standard Standard		24	66 32	- 63	- 52	80 65	Drill Bolt Shred	Immune: Poison
otamkin	RAV	A Dying World (700 AF),	20	85→606	87→608	997→3,544	Early Peaker			66	-	-	40	Multicast	Halved: Magic/All
odfang Bass	RAV	New Bodhum (700 AF)  Oerba (300 AF)	45	50→445	98→616	905→5,627	Standard			31	46	23	65	Refreshing	Elements Halved: Ice; Weak: Fire/
							Late	OF						Rain	Lightning Resistant: Ice; Halved:
ie Chocobo	RAV	The Archylte Steppe (??? AF)	99	50→728	53→799	630→7,161	Bloomer	25	42	32	76	76	80	Kweh Kweh	Fire/Lightning/Wind Resistant: Fire; Halved:
mb	RAV	Vile Peaks (010 AF)	20	19→59	96→624	505→1,193	Early Peaker	-	28				170	Elemental Overdrive	Lightning/Wind; Weak: Ice
ccaboo	RAV	The Archylte Steppe (??? AF)	20	113 <b>→</b> 570	93→403	1,466→4,639	Standard	-	Amazonia	66		-	75	Batter Up	Halved: Ice/Wind
ccaboo Ace	RAV	The Archylte Steppe (??? AF)	40	109→660	203→802	1,718→6,692	Very Late Bloomer			66	36	-	75	Spirit Infusion	Resistant: Ice/Wind; Halved: Magic
ratoraptor	RAV	Sunleth Waterscape (300 AF)	99	27→563	57 <b>→</b> 773	475 <b>→</b> 6,710	Standard	25	42	32	76	76	65	Refreshing Rain	Weak: Fire/Lightning/ Wind
cuitron	RAV	Bresha Ruins (300 AF)	20	41→101	189→573	954→2,550	Very Erratic		28			-	170	Friendly Fire	Resistant: Lightning
udburst	RAV	The Archylte Steppe (??? AF)	40	34→167	207→1,030	1,055→7,194	Very Late Bloomer	-	-	66	36	-	170	Friendly Fire	
rohedron	RAV	Vile Peaks (010 AF)	20	19→59	97→625	483→1,171	Early Peaker		28			-	170	Elemental Overdrive	Resistant: Ice; Halved: Lightning/Wind; Weak: Fire
bris	RAV	The Archylte Steppe (??? AF)	40	44→158	203→1,026	1,061→4,458	Late Bloomer		-	-	148	-	170	Elemental Overdrive	Halved: Physical/All Elements
icer	RAV	Academia (400 AF)	20	106→447	43→303	1,650→3,677	Late Bloomer		28				80	Drill Thrust	Immune: Poison; Halved: Physical; Weak: Lightning
nbanero	RAV	Sunleth Waterscape (300	70	37→504	89 <b>→</b> 1,100	488→4,711	Late	-	24	32	63	52	35	Hundred Fists	Halved: Physical/Fire;
chimacera	RAV	AF), Archylte Steppe Bresha Ruins (005 AF)	45	26→222	40→595	432→3,255	Bloomer Erratic	25	42	32			40	Multicast	Weak: Lightning Halved: Fire; Weak: Ice
nd remoth	RAV	Augusta Tower (200 AF)	70	169→1,111	100→877	1,745→9,150	Very Mercurial	-	24	32	63	52	80	Onrush	Weak: Wind
mlin	RAV	Bresha Ruins (005 AF)	45	27→213	40→613	432→3,255	Erratic	25	42	32		4	40	Giant Drop	Halved: Ice; Weak: Fire
enade	RAV	Oerba (400 AF)	20	21->61	95→257	485→1,359	Early Peaker	-	28	-	-	-	170	Elemental Overdrive	Halved: Magic; Weak: Physical
ooldroid 1g	RAV	Vile Peaks (200 AF)	70	67→988	98→440	1,106→6,359	Late Bloomer		24	32	63	52	40	Giant Drop	Halved: Fire
oldroid Yin	RAV	Academia (400 AF)	40	72 <b>→</b> 573	62→291	1,017→4,535	Very Erratic	-	28	67	-		40	Multicast	-
d Frog	RAV	The Archylte Steppe (??? AF)	20	97→469	196→788	1,315→2,846	Standard			66	•		65	Cleansing Overture	Resistant: Ice; Weak: Lightning
nchkin Boss	RAV	Bresha Ruins (300 AF and 100 AF)	40	104→442	193 <b>→</b> 759	1,519→6,059	Very Late Bloomer	-	-	66	36	-	75	Neo Goblin Rush	Halved: Physical
kton	RAV	New Bodhum (003 AF),	99	23→668	33→1,090	354→6,503	Very	. 25	42	32	76	76	60	Spider Web	
		Bresha Ruins (005 AF)	sin(0)				Mercurial								

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TEMPORAL BIFT PUZZLES

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					HHHHAMAN TARIF	Intradutation of the state of t	EFET IN		\$\$\\ \$\$\\	\$ 6		ale Gran	Sta Schal	sing speed lither in	
ink Lily	RAV	Oerba (300 AF)	40	166→326	193→513	2,019->3,960	Standard	-	i Stanijajajaja -	66	36	-	40	Spinning Jump	Halved: All Elements
leuston	RAV	New Bodhum (700 AF), Academia (500 AF)	45	60→692	85 <b>→</b> 823	1,025→5,635	Very Erratic	-	-	31	46	23	60	Tornado	-
piceacilian	BAV	New Bodhum (003 AF)	99	17→387	40→1,125	281 <b>→</b> 6,179	Standard	25	42	32	76	76	65	Refreshing Rain	Weak: Lightning
wampmonk	RAV	The Archylte Steppe (??? AF)	45	99→430	60→926	1,954→7,397	Standard	-		31	46	23	75	High Dive	Resistant: Ice; Weak: Lightning
abasco Toad	RAV	New Bodhum (003 AF)	99	20->1,100	23→553	324→6,875	Standard	25	42	32	76	76	65	Cleansing Overture	Weak: Lightning
empest	RAV	Bresha Ruins (100 AF)	20	40→99	190→540	1,017→2,614	Standard	-	28	-	-	-	170	Elemental Overdrive	Resistant: Wind
espid	RAV	Vile Peaks (200 AF)	45	118→509	150→635	991→6,900	Very Erratic			31	46	23	55	Sniping Thrust	
aghnal	RAV	Oerba (400 AF)	45	166→751	98→599	1,805→7,655	Very Late Bloomer	-	-	31	46	23	80	Onrush	Halved: Ice; Weak: Fir
werg Metro werg	RAV	Augusta Tower (200 AF) Bresha Ruins (005 AF),	20	58→463	86→187	932→2,987	Standard	-	28	•		-	40	Multicast	Halved: Ice/Lightning
candroid	RAV	Oerba (200 AF)	40	39→269	29→238	394→2,410	Erratic Very Late	28	80	-	-	•	40	Multicast	- Resistant: All Ailment
lunkerbeast	SEN	Yaschas Massif (100 AF)	70	65→888	36→322	1,505→10,807	Bloomer		24	32	63	52		Shelf Spin	Halved: Ice/Lightning
Calautidon	SEN	Sunleth Waterscape (300 AF)	99	39→721	20→320	1,040→7,846	Very Late Bloomer	i -	-	31	46	269	- Identisaet	Shell Spin	Halved: Physical/Magi All Elements
landit	SEN	Sunleth Waterscape (300 AF and 400 AF)	99	42 <b>→</b> 706	57→725	595→9,260	Late Bloomer		24	32	63	177		Hundred Fists	Halved: Physical/ Lightning; Weak: Fire/ Wind
Goblin Chieftain	SEN	The Archylte Steppe (??? AF)	40	66→337	68→339	1,149→5,948	Very Erratic	-	28	67	-	-	-	Spirit Infusion	Halved: Fire/All Ailme
ancer	SEN	Vile Peaks (200 AF)	20	159→358	127→250	2,059→5,288	Early Peaker		28					Orbital Battery	
Najor Moblin	SEN	The Archylte Steppe (??? AF)	45	73 <b>→</b> 423	77 <b>→</b> 400	1,248→7,967	Very Late Bloomer	-	-	31	46	23	-	Neo Goblin Rush	Halved: Physical/All Elements
/letalligantuar	SEN	A Dying World (700 AF), New Bodhum (700 AF)	70	129→1,135	55→441	1,152→5,548	Standard				45	184		Daze	Resistant: All Ailment
lavidon	SEN	The Archylte Steppe (??? AF)	40	118→760	62→226	2,980→5,401	Very Late Bloomer	-	-		148	-	-	Shell Spin	Resistant: Ice; Halved: Physical/Magic/Fire/ Lightning/Wind
ulse Gladiator	SEN	The Archylte Steppe (??? AF)	70	186→640	35→198	1,946→11,035	Late Bloomer		н	31	46	110		Turbo Fist	Immune: Poison; Resistant: Wind/ All Ailments; Halved: Physical/Magic
ulse Knight	SEN	Bresha Ruins (005 AF)	20	70→205	12 <b>→</b> 75	515→2,353	Very Erratic	28	-	-	-	-	-	Head Twister	Immune: Poison; Halve Physical/Magic
ulse Soldier	SEN	New Bodhum (003 AF)	40	49→324	11 <b>→</b> 103	565→4,744	Erratic	28	80			4		Energy Wave	Immune: Poison; Halve Physical/Magic
ilver Chocobo	SEN	Improved Moogle Throw	45	219→823	261→799	2,957→9,373	Erratic	-		31	46	23	-	Kweh Kweh	- ilysica/iviagic
ezcatlipoca	SEN	(see page 125) Academia (500 AF)	60	127→582	113→364	3,236→9,386	Very Late			66	155			Raging Torrent	Resistant: Lightning;
oloti	SEN	Academia (500 AF)	40	126→392	114→403	2,711 → 8,616	Bloomer			66	37			Oscillating	Halved: All Ailments Resistant: Fire
	200						Very Late							Wave	
hriman amapama	SAB	Yaschas Massif (100 AF) Academia (500 AF)	70 45	60→342 118→857	80→1,110 164→351	889 <b>→</b> 6,944 1,920 <b>→</b> 5,944	Bloomer Very Erratic		24	32	63 46	52 23	40 40	Multicast Multicast	Weak: Wind Resistant: Physical
arbed Specter	SAB	The Archylte Steppe (??? AF)	45	89→648	187→258	796→5,971	Very Late Bloomer			31	46	23	55	Biohazard	Halved: Lightning/Wir
lack Chocobo	SAB	Vile Peaks (010 AF)	99	49→732	58→995	621→7,125	Very Late	25	42	32	76	76	80	Injection  Kweh Kweh	Weak: Fire/Ice
reshan Bass	SAB	Oerba (300 AF)	45	44→399	82 <b>→</b> 515	776 <b>→</b> 4,981	Bloomer Standard			31	46	23	65	Refreshing	Halved: Ice; Weak: Fire
		Sunleth Waterscape						0.5						Rain Refreshing	Lightning Weak: Fire/Lightning/
eratosaur	SAB	(300 AF) Oerba (200 AF), Archylte	99	25→670	47→500	415→5,517	Standard Very	25	42	32	76	76	65	Rain	Wind
helicerata	SAB	Steppe	99	32→669	45→949	534→5,856	Mercurial	-	24	32	63	177	55	Deathscythe	
lematis	SAB	Yaschas Massif (100 AF)	70	84→710	178→314	781→6,549	Late Bloomer	-	24	32	63	52	55	Biohazard Injection	
eathgaze endrobium	SAB	Yaschas Massif (100 AF)	70 99	152 <b>→</b> 308 48 <b>→</b> 420	41→848	1,425→8,469	Very Erratic	25	40	31	46	110	40	Tail Whip Biohazard	Week Wind
		Bresha Ruins (005 AF)			106→749	456→7,485	Standard	25	42	32	76	76	55	Injection Precious	Weak: Wind
orked Cat ancanagh	SAB	Oerba (400 AF) The Archylte Steppe (??? AF)	70 20	48→316 208→729	111 <b>→</b> 1,002 171 <b>→</b> 215	933 <b>→</b> 6,734 2,814 <b>→</b> 5,475	Standard Standard		24	32 66	63	52	25 75	Prayer Goblin Rush	Halved: Physical Halved: Ice
aruda	SAB	Vile Peaks (200 AF)	40	180→582	48→257	2,614→5,475 1,573→6,900	Very Erratic			66	36	-	40	Hellstorm Bolt	Halved: All Ailments
edge Frog	SAB	The Archylte Steppe (??? AF)	20	85 <b>→</b> 415	161→540	1,565→4,708	Standard	-	-	66	-	-	65	Cleansing Overture	Resistant: Ice; Weak: Fire/Lightning/Wind
luyankas	SAB	Sunleth Waterscape (400 AF)	40	180→582	48→257	1,628→6,960	Erratic	-		66	36		40	Tail Whip	Halved: Magic/Fire/W
anna Kamuy	SAB	Yaschas Massif (110 AF)	40	128 <b>→</b> 497	53→470	1,332→5,607	Erratic	-	28	67	-	-	40	Fresh Breath	Halved: Lightning/Win
imi	SAB	Academia (500 AF)	45	118→358	163→702	1,791→5,815	Very Erratic			31	46	23	40	Multicast	Resistant: Magic
ecrosis	SAB	Yaschas Massif (010 AF and 01X AF)	99	49 <b>→</b> 747	99→362	441→8,487	Very Late Bloomer		-	31	46	269	55	Biohazard Injection	
antopoda	SAB	New Bodhum (700 AF), Academia (500 AF)	45	117→717	114 <b>→</b> 714	1,804→6,715	Erratic	•		31	46	23	55	Deathscythe	
itterpatter	SAB	Yaschas Massif (100 AF)	45	42→532	82 <del>-&gt;</del> 381	787 <b>→</b> 4,981	Standard			31	46	23	65	Refreshing	Resistant: Ice; Weak: F

Transferred   SAR   Ancient (2004)   Fig.   79   CF-921						A Man	MAX	\ \4.	/ 1	RIA.	/50	/5/	3/		E / @ /		
					LEAR SEE		Min Maria	A TATE	29 F				25 / E	\$ \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Sing spir	ugitë .	PR
			Improved Monale Throw													Resistant: Wind; Halved:	CO.
March   Marc	ingda	SAB	(see page 125)	70	59→347	ਲ1 <b>→</b> 786	891→5,557	Bloomer		24	32					Weak: Ice	TIA
Control   Cont	movira	SAB	The Archylte Steppe (??? AF)	45	38→743	146→512	1,166→9,805		-	-	l -	44	69	65			TO
Supplies	chrodinger							Mercurial									SII
## AF and \$0.6.4%   AF	ilver Lobo															decorrence en	\\AIN
1997   25   1997   25   1997   25   25   25   25   25   25   25   2			AF and 400 AF)									93				ribrangarian sa	1807
Sympo   Sympo   South Marker   Sympo   Sympo   South Marker   Sympo												63			La reconstruction	Fire; Weak: Lightning	BE
Second   S			Oerba (200 AF), Archylte						-						100000000000000000000000000000000000000		
## Annual Process (1917) A.F. 193   19-5000   78-9750   1913-97,031   West Later   25 42 52 78 78 100   Controlled   Process		SVN	Sunleth Waterscape (300												Multicast		EXT
## Activity Support 177 AP			Yaschas Massif (010 AF						25	12						Wind	INE
STA   The Authority Support (First Principle)   Support									20							Resistant: Wind: Halved:	
SYN   Your Name   Nam	Ace							Bloomer							Rush	Physical/Ice	AD
SYN	igantuar	SYN	The Archylte Steppe (??? AF)	70	119→561	80→1,260	908→6,849					45	184	115	Нор	Fire	CO
SyN	тр	SYN	Yaschas Massif (110 AF)	70	61→349	81→786	980→7,460	Erratic	-	24	32	63	52	105	Giant Drop	Elements; Weak: Physical	PAI
Note   Syn		SYN		70	59→347	82→787	913→5,579		-	24	32	63	52	105	Giant Drop	Magic/All Ailments;	CR
SYN		SYN	Augusta Tower (200 AF)	40	120→362	122→624	1,226→5,460	Very Erratic			66	36		60	Sonic Fangs		CH
	/lewmao	SYN	The Archylte Steppe (??? AF)	40	97→261	229→780	1,889→5,886	Standard	-	-	66	36	-	65		Halved: Magic	DEV
	Nicrochu	SYN	The Archylte Steppe (??? AF)	45	355→731	241→789	1,659→7,433		-		31	46	23	90			(TAI)
Improved Modele Throw   40   114 + 463   116 + 567   582 + 3,590   Standard	Niquiztli	SYN	Academia (500 AF)	40	123→340	192→620	2,169->7,380	Late	-		66	36		70		1	AB
## Sunitary Weak Care page 125	lanochu	SYN		40	114→463	116→507	582→3,590		: *		66	36	4	90	Meteorite		
urple locobo   SYN   Breshe Ruins (300 AF and locobo   99   75→579   53→902   936→8,106   Late   Bloomer   25   42   32   76   76   90   Kweh Kweh   Halved: Physical/Magic locobo   100 AF)		SYN	Sunleth Waterscape	45				Standard	-	24		63	52	130	High Dive	Physical/Magic; Weak:	TEI PU
Syn		SYN		99	75 <b>→</b> 679	53→902	936→8,106	Late	25	42	32	76	76	90	Kweh Kweh		
SVN   The Archyte Steppe (??? AF)   20   192-5646   23-552   2,451-7,060   Standard   66   55   Explosive infigure infigur	ahagin		Sunleth Waterscape			34→358			-			46		130			
SYN   Augusta Tower (300 AF)   40   125 \rightarrow 385   130 \rightarrow 466   1,093 \rightarrow 3,790   Standard																	
SYN   The Archytte Steppe (??? AF)   70   49⇒274   100⇒751   457⇒5,434   Bloomer   - 24   32   63   52   95   Sniping Thrust   Weak: Ice												•	-		Trigger	Fire/Ice	
SYN   Vile Peaks (010 AF)   70   39→643   143→613   1,251→9,822   Late   Bloomer   - 24   32   63   52   100   Fanatical   Dance   - Cactrot   MED   The Archytte Steppe (??? AF)   45   166→736   77→488   726→2,997   Standard   - 31   46   23   85   Hypnotic   Dance   Halved: All Allments;   Weak: Fire   Halved: All Allments;   Weak: Halved: All Allments									-								
actrot MED The Archylte Steppe (??? AF) 45 106 → 736 77 → 488 726 → 2,997 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire actuarama MED Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Weak: Fire Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 45 105 → 735 77 → 407 679 → 2,950 Standard - 31 46 23 85 Hypnotic Dance Halved: All Ailments; Weak: Fire Improved Moogle Throw (see page 125) 46 → 907 324 → 6,702 Very Late Bloomer - 31 46 23 76 76 65 Kitty Clock Weak: Lightning/Wind aterchipillar MED The Archylte Steppe (??? AF) 45 91 → 327 151 → 508 1,935 → 4,173 Late Bloomer - 31 46 23 70 Slurp Halved: Ice; Weak: Lightning word word word weak: Lightning Halved: All Ailments; Weak: Lightning Halved: All Ailments; Weak: Lightning Halved: All Ailments; Weak: Lightning Weak:								Bloomer	*							vveak: ice	
Interview   Activation   Acti	akshini			70	39→643		1,251→9,822		-	24	32	63			Dance	- Hahrad All Allmanta	
See page 125    45   122-7902   59-7420   500-79,244   Standard   31   46   23   85   Hynnotic Dance   Halved: All Ailments; Weak: Fire	actrot	MED		45	106→736	77 <b>→</b> 488	726 <b>→</b> 2,997	Standard			31	46	23	85	Dance	Weak: Fire	
See page 125    45   103-9733   77-940   67-97-2,590   Standard	actuarama	MED	(see page 125)	45	122→802	90→420	850→3,244	Standard	-	-	31	46	23	85		Weak: Fire	
aterchipillar         MED         The Archylte Steppe (??? AF)         45         91→327         151→508         1,935→4,173         Late Bloomer         -         31         46         23         70         Slurp         Halved: Ice; Weak: Lightning Willows           xoray         MED         New Bodhum (003 AF)         40         22→160         68→240         408→3,382         Standard         -         28         67         -         -         70         Explosive Thrust         -           lanitor         MED         Augusta Tower (300 AF and 200 AF)         40         58→416         142→727         703→3,593         Very Erratic         -         -         66         36         -         70         Hyper Rescue         -           ricen         MED         Yaschas Massif (110 AF)         99         38→659         59→825         545→6,304         Standard         25         42         32         76         76         90         Kweh Kweh         -           aguma         MED         Vile Peaks (010 AF)         99         22→682         95→918         638→6,898         Late Bloomer         25         42         32         76         76         100         Hyper Mexic Lightning           piranthes <th< td=""><td>actuarina</td><td>MED</td><td></td><td>45</td><td>105→735</td><td>77→407</td><td>679→2,950</td><td>Standard</td><td></td><td></td><td>31</td><td>46</td><td>23</td><td>85</td><td>Hypnotic Dance</td><td></td><td></td></th<>	actuarina	MED		45	105→735	77→407	679→2,950	Standard			31	46	23	85	Hypnotic Dance		
Augusta Tower (300 AF) hotcobo         40         58→416         142→727         703→3,593         Very Erratic         -         -         36         36         -         70         Explosive Lightning           reen hocobo         MED         Ville Peaks (010 AF) and 100 AF)         40         58→416         142→727         703→3,593         Very Erratic         -         66         36         -         70         Hyper Rescue         -           reen hocobo         MED         Ville Peaks (010 AF)         99         38→659         59→825         545→6,304         Standard         25         42         32         76         76         90         Kweh Kweh         -           aguma         MED         Ville Peaks (010 AF)         99         22→682         95→918         638→6,898         Late Bloomer Late Bloomer         25         42         32         76         76         100         Hypnatic Star         Weak: Lightning           piranthes         MED         Ville Peaks (010 AF)         99         22→682         95→918         638→6,898         Late Bloomer         25         42         32         76         76         100         Hypnatic Star         Weak: Lightning           Visite         99         22→682	ait Sith	MED	Bresha Ruins (005 AF)	99	20→351	46→907	324→6,702	Very Late Bloomer	25	42	32	76	76	65	Kitty Clock	Weak: Lightning/Wind	
xoray         MED         New Bodhum (003 AF)         40         22→160         68→240         408→3,382         Standard         -         28         67         -         -         70         Explosive Thrust         -           Ianitor         MED         Augusta Tower (300 AF and 200 AF)         40         59→416         142→727         703→3,593         Very Erratic         -         -         68         36         -         70         Hyper Rescue         -           reen hocobo         MED         Yaschas Massif (110 AF and 100 AF)         99         38→659         59→825         545→6,304         Standard         25         42         32         76         76         90         Kweh Kweh         -           aguma         MED         Vile Peaks (010 AF)         99         22→682         95→918         638→6,898         Late Bloomer         25         42         32         76         76         100         Hyper Mexic Lightning           piranthes         MED         Yaschas Massif (010 AF, 010 AF)         40         21→152         61→220         365→1,630         Very Late Bloomer         28         67         -         70         Explosive Thrust         -           Pinted         MED         Octabo	aterchipillar	MED	The Archylte Steppe (??? AF)	45	91→327	151→508	1,935->4,173	Late			31	46	23	70	Slurp		
Augusta   Tower (300 AF and 200 AF)   40   58 \( \shickspace 416 \)   142 \( \shickspace 777 \)   703 \( \shickspace 33.593 \)   Very Erratic   -   -   66   36   -   70   Hyper Rescue   -	xoray	MED	New Bodhum (003 AF)	40	22→160	68→240	408→3,382		-	28	67		-	70		-	
Yaschas Massif (110 AF and 100 AF)   99   38→659   59→825   545→6,304   Standard   25   42   32   76   76   90   Kweh Kweh   -	lanitor	MED	Augusta Tower (300 AF	40	58→416	142 <b>→</b> 727	703 <b>→</b> 3.593	Very Erratic			66	36	_	70			
aguma MED Vile Peaks (010 AF) 99 22→682 95→918 638→6,898 Late Bloomer 25 42 32 76 76 100 Hypotric Star Weak: Lightning piranthes MED Yaschas Massif (010 AF, 01X AF and 110 AF) 40 21→152 61→220 365→1,630 Very Late Bloomer - 28 67 70 Explosive Thrust - Vile Matter Control of the Control	reen		Yaschas Massif (110 AF						25	42			76			2000	
piranthes MED (VIET-Ceas (UID AF) 99 22,9602 50,9916 050,9916 Bloomer 25 42 52 76 76 100 Physical Vieta City City City City City City City City								Late								Modeliahtma	
01X AF and 110 AF) 40 21 7132 01 722 00 50 50 1000 Bloomer 20 07 1 Thrust  Thite  MED Onto (200 AF) 90 54 202 50 21 70 75 76 90 Kingb Bloomer Majories								Bloomer				/6	/b			vveak; Lightning	
			01X AF and 110 AF)					Bloomer							Thrust	-	
		MED	Oerba (300 AF)	99	54→822	69→1,028	658 <b>→</b> 6,352	Very Erratic	25	42	32	76	76	90	Kweh	Halved: Physical/Magic	

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#### NOTEWORTHY MONSTERS

From the vast selection of tameable monsters available, a number stand out as being remarkably cost-efficient or defined by great long-term potential. In this section, we offer specific monster recommendations for each role based on different progression milestones in the main storyline and post-story play.

#### Special Note: Chocobos

Before we continue, we should take a moment to draw your attention to Chocobos — the only monster variety where, Silver and Gold aside, you can capture and carry more than one crystal at a time. Most of them are designed to have extremely high post-story potential, with truly "Late Bloomer"-type stat growths and a level cap of 99. If you decide to cultivate a flock of Chocobos, you may wish to infuse your two most-used feathery companions with the Pack Mentality passive ability, available exclusively from Chichu and Nanochu. This entails sacrificing two irreplaceable monsters, but it will grant large additional stat boosts whenever the two upgraded Chocobos are in play along with a third of your preference. A team of maxed-out Chocobos can give any other Paradigm Pack configuration a run for its money as the best in the game.

#### Commandos

To make the most of monsters in this role, prioritize the infusion of the inheritable role abilities we recommended earlier in this chapter, as well as passive abilities that amplify Strength or Magic, depending on how you plan to use a particular monster. Another extremely powerful passive ability is Role Resonance, which grants bonuses when all roles in a Paradigm are the same. This will greatly increase the destruction wrought by employing the Cerberus Paradigm when the Chain Bonus is high.

- Gandayaks is likely the first good Early Peaker that you will have access
  to, sporting Strength-boosting passives that you can carry over to your next
  choice of Commando via infusion, as well as Armor Breaker.
- Chichu can be an interesting choice for your first long-term investment. It is very easy to obtain using Improved Moogle Throw once you reach the Archylte Steppe (??? AF). When fully leveled, it possesses a very high Strength, a fast attack animation, and the valuable Armor Breaker and various "Feeder" abilities.
- Dragoon is arguably the most cost-effective monster in the entire game. Easy to recruit and cheap to max out, requiring only Grade 2 materials, this ally comes with a bevy of great abilities: Adrenaline, Blindside, Feral Speed II, Attack: ATB Charge II and, most importantly, Armor Breaker. We recommend that you use Power Chips for at least some of its first ten levels and infuse Strength-boosting passive abilities to make it even more potent.
- Red Chocobo and Golden Chocobo both have excellent potential and offer different advantages. Either makes a good candidate to inherit Pack Mentality.
- Metallicactuar is an extremely powerful Magic-based Commando once fully developed, wielding the rare Mind Piercer ability. Make sure to infuse it with Magic-boosting passives.
- Tonberry and Don Tonberry are amazing all-around Commandos, with good growths in both Strength and Magic, high innate resistances that offset their somewhat low HP, low development material costs, and relatively speedy attacks. The regular Tonberry is probably slightly better; despite having higher base stats and learning the Quick Stagger and Bonus CP passive abilities, Don Tonberry's Perpetual Poison is a significant annoyance. Still, both monsters are great investments.
- Twilight Odin has quite possibly the most lopsided stat growth of all toptier monsters, and is also incredibly expensive to max out. Once you do max him out, however, his raw stats are almost peerless (though his awful casting speed makes him ill-suited to magic-based abilities, so you should try not use him in that capacity). Twilight Odin has the distinction of being the only monster capable of acquiring a full ATB Gauge of six segments.

#### Ravagers

Speed is of paramount importance to Ravagers. For this reason, magically inclined monsters with high casting speeds are preferable. If you regularly use the Tri-disaster Paradigm, Role Resonance can also be extremely effective for a favored monster Ravager.

- Buccaboo is a great Early Peaker that you can recruit early in the story; it is
  also the cheapest source of the Gilfinder II passive ability, which you should
  pass along to monsters you use frequently before you can equip the Durable
  Collector Catalog. This will slowly but surely increase your cumulative gil
  gains.
- Apotamkin is extremely useful for a multitude of reasons. An Early Peaker with fairly high stats when it first becomes available late in the storyline, Apotamkin has access to all elemental spells of the first two tiers and all physical-strikes. In addition, it learns both Item Collector (which you can pass along) and Gilfinder II (which you cannot), both of which will improve your post-battle rewards significantly. Unfortunately, Apotamkin is rather sluggish and very hard to recruit, with a base crystal drop rate of only 2% but it's easy to encounter and worth the trouble to obtain.
- Blue Chocobo is incontrovertibly the best choice for an ultimate allaround Ravager. You should aim to fill out its arsenal of spells with anything it does not learn naturally and infuse it with useful passives (including Role Resonance and possibly Pack Mentality if you plan to create a Chocobo-focused Paradigm Pack).
- Cloudburst and Debris, on the other hand, are in many respects the best overall Ravagers in the game. When you acquire a Crystarium Expansion, be sure to take an extra ATB segment. Cloudburst has good HP growth, while Debris takes half damage from physical attacks and all elements. Cloudburst is arguably the better of the two, with access to Friendly Fire (a very potent Feral Link), but they really are two sides of the same valuable coin. Use Cloudburst for Ice and Wind, Debris for Fire and Lightning, and infuse them with Chain Bonus Boost II (available from Pink Lily).

#### Sentinels

Make sure that you develop these monsters with Vitality materials whenever possible. You should also try to pass around the Improved Guard and Improved Ward abilities to any monster that does not have them to increase their effectiveness.

- The Pulse Knight can be found from the start of Episode 2, is incredibly easy to max out, and a source of the useful HP +25% passive ability (which you can infuse into another monster later once you acquire a stronger Sentinel).
- Lancer is by far the most cost-effective Sentinel based on its final ability set, analogous to Dragoon in the Commando role, with the same material cost to max out. Lancer also learns both Improved Guard and Improved Ward, which you can infuse cheaply into other Sentinels.
- Bunkerbeast is a good choice for a long-term investment. It learns Challenge early on, ends up with a huge HP total, and is easy to recruit.
- The unique Silver Chocobo offers final stats that almost rival the Bunkerbeast, but at a significantly lower cost. It is also the best Chocobo to use in the races at Serendipity – see page 119 for further details.
- Tezcatlipoca is noteworthy simply because it possesses a number of useful passive abilities, but does not offer the same resistances that the Armadillons have. On the other hand, it is cheaper to advance to its maximum level and boasts a massive pool of HP.

#### Saboteurs

For much of the game, this role is probably the least important of all six in terms of prioritizing the development of a good monster. Saboteurs do not offer many unique abilities that Serah and Noel cannot access, or that your party cannot do without.

- Viking is the only recommended Saboteur before mid-to-late poststory play. An Early Peaker, it has access to all three status ailments unavailable to the main characters (Fog, Pain II and Curse II).
- Choose from the Black Chocobo, Chelicerata, Necrosis, or Dendrobium as your long-term investment. The first three can access the Improved Debuffing passive ability. Dendrobium is a cheaper alternative and in all other ways just as viable. Simply infuse any ailment-inflicting spells missing from their skillset to augment their capabilities. Note that Necrosis is the only monster with the very useful Resilience: +40% passive ability, but is also exorbitantly costly to develop.

#### Synergists

Monster Synergists are critically important for the enhancement of your party's offense. Heavy specialization in this role is encouraged; the best monsters are those that do not have access to the many defensive buffs that can and should be applied by your main characters. The Augment Maintenance passive abilities are also vital, given the short duration of offensive buffs.

- Amanojaku is notable only as infusion fodder, learning all of the Entype spells, which have high damage-boosting potential.
- Gahongas is probably the earliest monster you will encounter that learns both Bravery and Faith, but you may find yourself struggling to maintain its development over that of other monsters.
- Yakshini is an excellent choice as your main offensive Synergist for a
  large portion of the game. It is fairly cheap to develop for the first two
  or three Crystarium Stages, relatively durable, and suitably built for
  offense. Infuse it with En-type spells to increase its effectiveness.

- Thexteron and Gancanagh Ace are two very similar and cost-effective monsters that you can use for further specialization. Both learn En-type spells, but Thexteron learns only Bravery and Bravega, while Gancanagh Ace learns only Faith. This allows you to be more efficient when you wish to enhance a single damage type. Note that Gancanagh Ace can often be obviated altogether with strategic usage of the Friendly Fire Feral Link. Thexteron should eventually be replaced by Miquiztli if you wish to retain a Bravery/En-type specialist.
- Purple Chocobo should be your choice for a Lv. 99 Synergist, but given the advantages in efficiency of narrow specialization, you may wish to retain one or more of the other recommended Synergists for situational use.

#### Medics

We suggest employing Serah and Noel as your primary Medics for most of the game. However, the Esunada and Cheer abilities, exclusive to monster MEDs, become increasingly useful during post-story play.

- Caterchipillar is the sole natural bearer of the passive skill Resist Elements: +30%, and therefore makes for good infusion fodder.
- Flanitor is probably the most accessible source of both Cura and Esunada and, just before acquiring the latter, learns the passive ability Improved Cure II. This should be the first Medic on which you spend any significant amount of resources.
- **Green Chocobo** is the best candidate for a Lv. 99 Medic. Be sure to give your Green Chocobo Esuna and Esunada; you can simply infuse it with a Flanitor. You should also infuse it with Feral Speed II. This actually makes it a candidate for regular usage in battle even when healing is not required. By repeatedly charging its Feral Link with Cheer and then using it, you can employ the Green Chocobo as your primary "recruiter" when you are looking to acquire a specific monster. Finally, it makes a good candidate for Magic-boosting passives, and maybe even Role Resonance.

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#### ABILITIES

There are, broadly speaking, three different categories of abilities:

- Active abilities are unlocked through the Crystarium and can be added to the command queue manually.
- Auto abilities are also unlocked through the Crystarium but are performed automatically at the Al's discretion whenever it deems it appropriate and of benefit to your current situation — even if you are choosing actions manually
- via the Abilities menu. For example, if an enemy has been Staggered, the first Attack instruction in a (suitably trained) Commando's command queue will be automatically changed to Launch.
- Passive abilities are permanent traits that can be conferred by equipment or, in the case of monsters, that are innate (and, for many of them, infusible – see page 224).

## COMMANDO ABILITIES

#### **ACTIVE ABILITIES**

NAME	ATB COST			CHAIN BONUS		KEEP	NOTES
Attack	1	-	1.1	0.5	25	25	The basic physical assault move of the Commando. The Strength stat determines the level of damage inflicted.
Blitz	2		1.8	0.5	25	25	Inflicts physical damage on all adversaries in range. Best used against targets at or near the center of tightly packed groups of enemies.
Ruin	1	1	1.1	0.5	15	15	Inflicts non-elemental magic damage on a single target.
Ruinga	3	1	2.2	0.5	15	15	Same effects as Ruin, but acts as a more powerful area-effect upgrade.
Drain Attack	1	-	1.1	0.5	25	25	Physical attack that absorbs HP from target in proportion to damage inflicted.
Area Sweep	3		2.3	0.5	25	40	Inflicts physical damage on target and nearby foes, and knocks them backwards.
Meteor Javelin	All	-	0.8x4 (Staggered: 2.2x4)	0	40	90	Unique to Noel. A powerful attack, with damage increased during Stagger periods. This ability resets your chaining progress after use, so it's best used as a finishing move, or just before a Stagger period ends. The higher the ATB Level, the more damage is caused.

#### **AUTO ABILITIES**

	INFUSIBLE	NOTES
Adrenaline	✓	Boosts Strength and Magic by 20% when HP is above 70%. You can enhance this effect with equipment that provides the High HP: Power Surge synthesized ability.
Armor Breaker	-	Boosts Strength by approximately 30% when an enemy's physical resistance is set to Resistant or Halved.
Blindside	✓	Almost doubles the damage dealt by normal attacks when a non-Staggered adversary is not targeting a party member who has this skill. Working alongside a Sentinel increases the likelihood of obtaining a regular Blindside bonus.
Bloodthirsty	1	Boosts Strength in proportion to enemy Wound damage.
Bravery Feeder	-	Almost triples Strength versus enemies enhanced with Bravery casts Bravery on self, and removes Bravery from the enemy.
Curse Chaser		Boosts Strength by approximately 30% versus enemies afflicted with Curse.
Deathblow	✓	Instantly slays a target with low HP.
Deprotect Chaser		Boosts Strength by approximately 30% versus enemies afflicted with Deprotect.
Deshell Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Deshell.
Faith Feeder		Almost triples Strength versus enemies enhanced with Faith, casts Faith on self, and removes Faith from the enemy
Faultsiphon	✓	Recharges 0.2 ATB gauge segments per attack on a target suffering from status ailments.
Fog Chaser		Boosts Strength by approximately 30% versus enemies afflicted with Fog.
Haste Feeder		Almost triples Strength versus enemies enhanced with Haste casts Haste on self, and removes Haste from the enemy.
Imperil Chaser		Boosts Strength by approximately 30% versus enemies afflicted with Imperil.
Jeopardize	-	Boosts by 1% the amount by which an attack raises a Staggered enemy's Chain Bonus.

NAME	INFUSIBLE	NOTES
Launch	-	Used automatically when the Attack command is selected against a Staggered enemy. By chaining moves on an opponent while they are airborne, it is possible to "juggle" them with further hits.
Lifesiphon	1	Recharges one ATB gauge segment after slaying a targe
Mind Piercer	-	Boosts Magic by approximately 30% when an enemy's magical resistance is set to Resistant or Halved.
Pain Chaser		Boosts Strength by approximately 30% versus enemies afflicted with Pain.
Poison Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Poison.
Powerchain	1	If the enemy's Chain Gauge is empty when the Commando's attack lands, Powerchain strengthens the blow, granting almost double damage.
Protect Feeder	·	Almost triples Strength versus enemies enhanced with Protect, casts Protect on self, and removes Protect from the enemy.
Ravage		A staple of Chain-building, used to enable Ravagers to blast the Chain Gauge high and Commandos to reduce the rate of gauge depletion.
Scourge	✓	Modifier of normal Attack increases to 5.0 when an enemy is poised to recover from a Stagger.
Shell Feeder		Almost triples Strength versus enemies enhanced with Shell, casts Shell on self, and removes Shell from the enemy.
Slow Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Slow.
Smite		Modifier of normal Attack increases to 5.0 when a Launched enemy is poised to recover from a Stagger.
Stagger: Drain	-	Casts Drain on Staggered enemies, absorbing HP.
Stagger: Wound		Inflicts Wound on Staggered enemies, reducing maximum HF
Vigilance Feeder	- Hope -	Almost triples Strength versus enemies enhanced with Vigilance, casts Vigilance on self, and removes Vigilance from the enemy.

#### NOTES

- You should prioritize the infusion of Adrenaline, Blindside, and Scourge (in that order, if possible) into any Commando monster most likely to shoulder a significant workload in battle. These damage-boosting auto abilities are very useful and easy to trigger regularly in battle.
- Armor Breaker and Mind Piercer are invaluable abilities against enemies with high damage resistances. More often than not, they transform your Commando monster into your most potent offensive weapon. Mind Piercer is an especially rare ability, as many Commandos are naturally geared towards higher Strength.
- The Chaser abilities work especially well when used in conjunction with a Saboteur who can cast the corresponding debuffs. The Feeder abilities are best used against strong enemies that often buff themselves, including bosses. These abilities do not stack: when more than one is active, only the one with the highest priority is used. The hierarchy is as follows: Bravery Feeder > Faith Feeder > Haste Feeder > Protect Feeder > Shell Feeder > Vigilance Feeder > Slow Chaser > Deprotect Chaser > Deshell Chaser > Imperil Chaser > Curse Chaser > Fog Chaser > Pain Chaser > Poison Chaser > Bloodthirsty > Armor Breaker.

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## RAVAGER ABILITIES

	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS		KEEP	NOTES
Fire	1	✓	1.0	10	15	15	Deals Fire damage to target.
Blizzard	1	<b>√</b>	1.0	10	15	15	Deals Ice damage to target.
Thunder	1	<b>V</b>	1.0	10	15	15	Deals Lightning damage to target.
Aero	1	1	1.0	10	15	15	Deals Wind damage to target and temporarily stuns it.
Fira	2	V	1.5	18	15	15	Deals Fire damage to targets in range, staggered targets take more damage.
Blizzara	2	<b>1</b>	1.5	18	15	15	Deals Ice damage to targets in range, staggered targets take more damage.
Thundara	2	<b>V</b>	1.5	18	15	15	Deals Lightning damage to targets in range, staggered targets take more damage
Aerora	2	1	1.5	18	15	15	Deals Wind damage to targets in range, tossing them up and drawing them in.
Firaga	3	<b>√</b>	2.2	26	15	15	Deals Fire damage to targets within a wide radius.
Blizzaga	3	1	2.2	26	15	15	Deals Ice damage to targets within a wide radius.
Thundaga	3	<b>√</b>	2.2	26	15	15	Deals Lightning damage to targets within a wide radius.
Aeroga	3	<b>√</b>	2.2	26	15	15	Deals Wind damage to targets within a wide radius, drawing them up into a tomado.
Flamestrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Fire element.
Froststrike	1		1.05	10	25	25	Physically attacks a target with a blow infused with the Ice element.
Sparkstrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Lightning element.
Galestrike	1		1.05	10	25	25	Physically attacks a target with a blow infused with the Wind element.
Heat Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Fire element
lce Blitz	2		1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Ice element.
Electric Blitz	2	*	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Lightning element.
Aero Blitz	2	7	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Wind element
Ultima Arrow	All		0.4x7	0x7 (Staggered: 10x7)	40	90	Unique to Serah. This ability packs numerous attacks into a focused assault, driving up the Chain Bonus after a target has been Staggered. The higher the ATB Level, the more damage is caused.

#### **AUTO ABILITIES**

	INFUSIBLE	NOTES						
Fearsiphon	<b>√</b>	Recharges 0.1 ATB gauge segment per attack on a Staggered target.						
Felflame		Increases damage of Fire-based attacks by 25% against enemies vulnerable to fire.						
Felfrost		Increases damage of Ice-based attacks by 25% against enemies vulnerable to ice.						
Felgust		Increases damage of Wind-based attacks by 25% against enemies vulnerable to wind.						

NAME	INFUSIBLE	NOTES
Felspark	-	Increases damage of Lightning-based attacks by 25% against enemies vulnerable to lightning.
Overwhelm	1	Increases the Chain Bonus by 1% for each ally targeting the same enemy. Use Paradigms with more than one Ravager to make best use of its effects — particularly the all-RAV Tri-disaster.
Vigor	-	Increases the Chain Bonus by 1% when HP is above 70%. Similar to the Commando's Adrenaline Auto ability, but even more useful for a Ravager.

#### NOTES

- All physical attacks (Blitz and -strike abilities) have higher Cut and Keep values than their magic counterparts (the first-tier elemental spells).
- For damage and pre-Stagger Chain Bonus building against single enemies, first-tier spells (Fire, Blizzard, Thunder, Aero) are the most

cost-effective. Damage for second-tier spells (Fira, Blizzara, Thundara, Aerora) is augmented during a Stagger. Third-tier spells (Firaga, Blizzaga, Thundaga, Aeroga) have the benefit of a wide area of effect, as well as the possibility of launching small enemies into the air, interrupting their actions.

## SABOTEUR ABILITIES

#### ACTIVE ABILITIES

	ATB COST			DAMAGE MODIFIER	CHAIN BONUS		KEEP	NOTES
Deprotect	1	✓	Magic	0.35	4.5	10	15	Reduces a target's physical resistance by 30% and deals magic damage.
Deprotega	3	1	Magic	0.35	4.5	10	15	Reduces physical resistance by 30% and deals magic damage within a wide radius.
Deshell	1	1	Magic	0.35	4.5	10	15	Reduces a target's magic resistance by 30% and deals magic damage.
Deshellga	3	$\checkmark$	Magic	0.35	4.5	10	15	Reduces magic resistance by 30% and deals magic damage within a wide radius.
Poison	1	1	Magic	0.35	4.5	10	15	Poisons target and deals magic (0.75% of max HP per second).
Poisonga	3	1	Magic	0.35	4.5	10	15	Poisons and deals magic damage to targets within a wide radius.
Imperil	1	V	Magic	0.35	4.5	10	15	Reduces a target's elemental resistance and deals magic damage.
Imperilga	3	√	Magic	0.35	4.5	10	15	Reduces elemental resistances and deals magic damage within a wide radius.
Dispel	2	✓	Magic	0.35	4.5	10	15	Removes a target's most recent status enhancement and deals magic damage.
Dispelga	3	1	Magic	0.35	4.5	10	15	Removes the most recent status enhancement and deals magic damage to all targets within a wide radius.
Curse	1	√	Magic	0.35	4.5	10	15	Renders a target more vulnerable to "interruptions" when attacked. Also lowers the target's odds of interrupting enemy actions. Increases Wound damage taken.
Cursega	3	✓	Magic	0.35	4.5	10	15	Same as Curse, but with an area effect.
Fog	1	1	Magic	0.35	4.5	10	15	Disables a target's magic abilities and deals magic damage.
Fogga	3	✓	Magic	0.35	4.5	10	15	Disables enemy magic abilities and deals magic damage within a wide radius.
Pain	1	✓	Magic	0.35	4.5	10	15	Disables a target's physical abilities and deals magic damage. Pain is the physical counterpart to Fog.
Painga	3	1	Magic	0.35	4.5	10	15	Disables enemy physical abilities and deals magic damage within a wide radius.
Wound	1	1	Magic	0.55	0.5	25	25	Deals Wound damage to a target, reducing its maximum HP.
Woundga	3	1	Magic	0.55	0,5	25	25	Deals Wound damage to targets in a wide radius, reducing their maximum HP.
Deprotect II	1		Physical	0.55	0.5	25	25	Reduces a target's physical resistance and deals physical damage.
Deshell II	1	÷	Physical	0.55	0.5	25	25	Reduces a target's magic resistance and deals physical damage.
Poison II	1	-	Physical	0.55	0.5	25	25	Poisons target and deals physical damage.
Imperil II	1	-	Physical	0.55	0.5	25	25	Reduces a target's elemental resistance and deals physical damage.
Dispel II	1	-	Physical	0.55	0.5	25	25	Removes a target's most recent status enhancement and deals physical damage.
Fog II	1		Physical	0.55	0.5	25	25	Disables a target's magic abilities and deals physical damage.
Pain II	1	-	Physical	0.55	0.5	25	25	Disables a target's physical abilities and deals physical damage.
Curse II	1	-	Physical	0.55	0.5	25	25	Renders a target more vulnerable to "interruptions" when attacked, increasing the likelihood that queued abilities will be delayed or even cancelled. Increases Wound damage taken.
Heavy Deprotega	3	-	Physical	0.80	0.5	25	25	Reduces physical resistance and deals physical damage within a wide radius.
Heavy Deshellga	3		Physical	0.80	0.5	25	25	Reduces magic resistance and deals physical damage within a wide radius.
Heavy Poisonga	3	_	Physical	0.80	0.5	25	25	Poisons and deals physical damage to targets within a wide radius.
Heavy Imperilga	3	-	Physical	0.80	0.5	25	25	Reduces elemental resistances and deals physical damage within a wide radius.
Heavy Dispelga	3	-	Physical	0.80	0.5	25	25	Removes the most recent status enhancement and deals physical damage to all target within a wide radius.
Heavy Fogga	3		Physical	0.80	0.5	25	25	Disables enemy magic abilities and deals physical damage within a wide radius.
Heavy Painga	3	-	Physical	0.80	0.5	25	25	Disables a target's physical abilities and deals physical damage within a wide radius.
Heavy Cursega	3		Physical	0.80	0.5	25	25	Renders targets within a wide radius more vulnerable to "interruptions" when attacke Increases Wound damage taken.
Endless Nightmare	3	-	Magic	0.35	4.5	10	15	Extends the duration of status ailments inflicted on enemies by 8 seconds.

#### AUTO ABILITY

NAME	INFUSIBLE	NOTES
Jinx	-	Extends the duration of a target's existing status ailments by 5 seconds once new debuffs are inflicted.

#### NOTES

- Some Monsters are capable of inflicting certain ailments (known as "debilitation" statuses) that Serah and Noel do not have in their repertoire.
   These status effects (Pain, Fog and Curse) can be incredibly useful when successfully applied to tough enemies that are susceptible to their effects.
- Unlike with Synergists, Saboteurs are capable of contributing offensively via the Wound spell when all possible debuffing options have been exhausted. Nevertheless, this is still less productive than replacing the Saboteur with an additional Commando or Ravager, unless you are employing a very specific strategy.

## SENTINEL ABILITIES

ACTIVE ABILITIES

		INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Challenge	1	✓	-	2	10	40	A refinement of Provoke, targeted at a single opponent with a 99% base chance of success and a duration of 150 seconds.
Provoke	1	1		2	10	40	Attracts the attention of all enemies in range during 50 seconds, with a 45% base chance of success against each one.
Mediguard	1	<b>V</b>	-	-	-	90	Reduces damage by 20% while gradually recovering HP.
Element Guard	1	<b>✓</b>				90	Reduces damage by 20%, and increases resistance to elemental damage by 33% for all allies. $ \\$
Steelguard	1	<b>✓</b>	-	-	-	90	Reduces damage by 20%, with an additional 5% each time the Sentinel is attacked.
Entrench	1	<b>✓</b>	1.8	0.5	25	90	Counterattack after defending, dealing damage determined by how long the Sentinel maintained the defensive stance.
Vendetta	1	1	1.8	0.5	25	90	Counterattack after defending, dealing +10% damage for each attack the Sentinel took.

AUTO ABILITIES NO

NAME	INFUSIBLE	NOTES						
Deathward	✓	Boosts physical and magic resistance by 25% when HP is low. Can be improved by equipping accessories that have critical triggers (such as casting buffs), the Low HP: Power Surge synthesized ability, and equipment with the Improved Ward passive ability.						
Fringeward	<b>/</b>	Reduces damage to nearby allies by 35% when the Sentinel is the target of an area-effect attack.						
Reprieve	-	If HP is above 30%, the Sentinel retains 1 HP after an attack that would otherwise lead to an instant KO.						

#### NOTES

- All Sentinel abilities are categorized as physical and can be disabled by the status ailment Pain.
- The superiority of Challenge to the standard Provoke (and the fact that monsters can have significantly more HP than your human characters) means that the development of a monster Sentinel for use against foes with vicious single-target attacks is a very smart move.

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## MEDIC ABILITIES

#### **ACTIVE ABILITIES**

	ATB COST	INFUSIBLE	CHAIN BONUS	KEEP	NOTES
Cure	1	<b>√</b>	1.16	15	Restores the target's HP. Cure's actual restorative value is dependent on the Bonus Boost and Magic stat of the Medic.
Cura	2	1	1.16	15	Restores HP to all allied targets in range.
Curasa	1	<b>√</b>	1.16	is heavily injured, with its effects as they approach full health (wher	Curasa restores more HP when a character is heavily injured, with its effects reduced as they approach full health (when Cure becomes more efficient in terms of ATB cost per HP points replenished).
Curaja	2	1	1.16	15	Same as Curasa, but used on all allied targets in range.
Esuna	2	1	1.16	15	Removes the target's most recently inflicted status ailment.
Esunada	3	<b>V</b>	1.16	15	Removes the most recently inflicted status ailment from all allies.
Raise	3	✓	1.16	15	Revives an ally from KO. Health restoration is relatively low, so you must be ready to follow up with curative spells.
Cheer	3		1.16	15	Boosts the Feral Link gauge by 2%.

#### NOTES

- Curaja is available only to Noel. This is offset by the fact that he is a slower caster than Serah and typically has a significantly lower Magic stat.
- The monster-only Esunada spell is a vital asset against enemies with the ability to inflict status ailments on the entire party.
- The Raise spell does not heal Wound damage. When a party member has sustained a significant reduction to their maximum HP prior to a KO, using Phoenix Down is always a better choice.
- Medic monsters will default to using Cheer when no one is in need of healing. This can be put to good use when you are trying to amass Monster Crystals, especially when used in conjunction with Feral Speed passive abilities. Recharging Feral Links quickly and using them more frequently will increase the rate at which you obtain crystals. Therefore, despite their limited overall contribution to a battle, Medic monsters with offensive Feral Links can prove to be unlikely assets for the recruitment of new monster allies.

# SYNERGIST ABILITIES

#### **ACTIVE ABILITIES**

NAME	ATB COST	INFUSIBLE	CHAIN BONUS	DURATION (S)	KEEP	NOTES			
Bravery	2	✓	5	40	15	Raises the target's Strength by 75%. Causes all physical attacks to inflict more damage.			
Bravega	3	1	5	20	15	Raises the Strength stat for all allies by 75%.			
Faith	2	<b>√</b>	5	40	15	Raises the target's Magic stat by 75%. Works in the same way as Bravery, but used primarily to augment the attacking prowess of Ravager spells, healing capacity of Medics, and offer a boost to Commandos using Ruin and Ruinga.			
Faithga	3	<b>✓</b>	5	20	15	Raises the Magic stat for all allies by 75%.			
Enfire	2	✓	5	200	15	Adds a Fire attribute to a target's non-elemental attacks and increases the damage of Fire-infused Ravager abilities.			
Enfrost	2	1	5	200	15	Adds an Ice attribute to a target's non-elemental attacks and increases the damage of Ice-infused Ravager			
Enthunder	2	✓	5	200	15	Adds a Lightning attribute to a target's non-elemental attacks and increases the damage of Lightning infused Ravager abilities.			
Enaero	2	✓	5	200	15	Adds a Wind attribute to a target's non-elemental attacks and increases the damage of Wind-infused Ravager abilities.			
Protect	2	<b>✓</b>	5	180	15	Raises the target's resistance to physical attacks by 25%.			
Protectga	3	<b>V</b>	5	30	15	Raises resistance to physical attacks for all allies by 25%.			
Shell	2	✓	5	180	15	Raises the target's resistance to magic attacks by 25%.			
Shellga	3	<b>✓</b>	5	30	15	Raises the resistance to magic attacks for all allies by 25%.			
Veil	2	✓	5	180	15	Raises the target's status ailment resistance by 50%.			
Veilga	3	✓	5	30	15	Raises the resistance to status ailments for all allies by 50%.			
Vigilance	2	✓	5	180	15	Decreases a target's odds of being interrupted, and reduces Wound damage sustained.			
Vigilaga	3	<b>V</b>	5	30	15	Decreases the odds of being interrupted, and reduces Wound damage taken for all allies.			
Endless Blessings	3	-	5	-	15	Extends the duration of status enhancements by 8 seconds.			

#### AUTO ABILITY

Opposition and a second	NAME	INFUSIBLE	NOTES
Andrew and the second second second second	Boon	-	Extends the duration of a target's existing status enhancements by 5 seconds once new buffs are bestowed. Tactically vital, this enables you to "top-up" status enhancements regularly.

#### NOTES

 Serah and Noel do not have access to damage-enhancing buffs; you must rely on Synergist monsters to augment your party's offensive capabilities.

Endless Blessings is an interesting ability that enables a Synergist monster to refresh current status enhancements on the party. It can be quite useful to extend the duration of Bravery and Faith. On the other hand, having a persistent Synergist is often not as efficient as swapping in a more offensive character and calling on the Synergist again only when necessary to reapply offensive buffs. For this reason, monsters with the Endless Blessings ability should not automatically be considered superior to those who do not possess it.



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## PASSIVE ABILITIES

PASSIVE ABILITY LIS	T Wallander research
NAME	DESCRIPTION
Ally KO: <i>Bonus</i>	Offers a bonus each time an ally is KO'd.
ATB Advantage	Charges a single ATB gauge segment prior to batt
ATB Gauge +1	Increases the ATB gauge by one segment.
ATB Rate Reduced	Reduces the rate at which the ATB gauge charges by 30%.
ATB Rate: +X%	Increases the rate at which the ATB gauge charge by a percentage.
Attack: ATB Charge (I or II)	Recharges the ATB gauge each time an enemy is attacked.
Augment Maintenance (I or II)	Extends the duration of offensive buffs (by 40% a 80% respectively).
Auto Enhancement	Casts a status enhancement at the start of a battl These usually last 60 seconds.
Bonus CP	Doubles CP earned after battle; the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Chain Bonus Boost (I or II)	Boosts the Chain Bonus gained by attacking an enemy (by 1% or 2%).
Chain Bonus Lv. X	Increases the Chain Bonus of attacks (by 0.50%, 0.75%, 1%, 1.25% or 1.5%).
Critical: <i>Bonus</i>	Casts a status enhancement or a bonus when HP low. These usually last 120 seconds.
Debilitation	Halves maximum HP.
Defense Maintenance	Extends the duration of defensive buffs.
Enervation	Decreases Strength and Magic.
Enhanced <i>Role</i>	Enhances a role bonus.
Feral Fatigue	Inflicts status ailments when Feral Link abilities are used.
Feral Speed (I, II, or MAX)	Increases the Feral Link gauge charge rate (by 20° 40% and 60% respectively).
Feral Surge	Boosts all attributes when the Feral Link gauge is ful
Fettered Magic	Reduces magic damage dealt to enemies by 30%.
First Strike	Fully charges the ATB gauge prior to battle.
Fragment Energy	Increases the potency of weapons when an abundance of Fragments have been collected.
Gilfinder (I, II, or MAX)	Increases the sum of gil earned after a battle (by 30%, 50% and 100% respectively); the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Hindrance	Reduces physical damage dealt to enemies by 30%

Increases maximum HP by a percentage.

respectively).

ability concerned.

Reduces the chance that actions will be interrupted by enemy attacks (by 5%, 10% and 15%

the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.

Boosts the success rate or the efficiency of the

Reduces ATB gauge recharge rate by 40%.

Increases the odds of obtaining rare items after battle;

HP: +X%

Immovable (I, II, or MAX)

Improved Ability

Ironstrike

**Item Collector** 

NAME	DESCRIPTION
Item Scavenger (I, II or MAX)	Increases the odds of obtaining items after battle (by 30%, 50% and 100% respectively); the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Jungle Law	Strength and Magic are increased by 20% against enemies with lower HP than the user, but reduced by 20% against enemies with more HP.
Kill: ATB Charge	Restores a small amount of the ATB gauge each time an enemy is defeated.
Kill: Libra	Reveals a piece of information about each defeated enemy.
Leadenstrike	Reduces the ATB gauge recharge rate by 70%.
Magic: +X	Increases Magic by a fixed value.
Magic: + <i>X</i> %	Increases Magic by a percentage.
Mana Link	Adjusts Strength attribute to match the Magic attribute.
Nullify <i>Element</i>	Nullifies damage of one element type.
Pack Mentality	Increases the user's Strength and Magic by 30% when all monsters in the Paradigm Pack are of the same type.
Perpetual Poison	Inflicts Poison on the user throughout each battle. This effect cannot be removed.
Power Link	Adjusts the Magic attribute to match the Strength attribute.
Pressure (I, II or MAX)	Increases the user's chance of interrupting enemy actions while attacking (by 5%, 10% and 15% respectively).
Quick Stagger	Allows instant Staggering of enemies close to their Stagger threshold.
Random: Nullify <i>Element</i>	Occasionally nullifies damage of one element type.
Rapid Recovery	Reduces the duration of status ailments by 25%.
Resilience: +X%	Increases all status ailment resistances by a percentage.
Resist Elements: +X%	Increases all elemental resistances by a percentage.
Resist: + <i>X</i> %	Increases the resistance to a damage type, elements, or a status ailment by a percentage.
Role Resonance	Increases Strength and Magic by 20% when all roles in a Paradigm are the same.
Siphon Boost (I or II)	Boosts ATB gauge recovery from Siphon abilities (by 50% or 100%).
Stagger Maintenance (I or II)	Extends the duration for which enemies remain Staggered (by 10% or 30% respectively).
Strength: +X	Increases Strength by a fixed value.
Strength: +X%	Increases Strength by a percentage.
Victory: Feral Boost	Feral Link gauge recharges by 0.4% even after obtaining a low battle rating.
Weak Spot	Increases damage inflicted by attacks that target an enemy's vulnerability by 15%.
Woundward (I, II or MAX)	Reduces Wound damage (by 20%, 40% and 70% respectively).

## SYNTHESIZED ABILITIES

Synthesized abilities are enhancements that can be activated through special equipment combinations. The principle is simple: each piece of equipment in the game belongs to a (hidden) Synthesis Group. By equipping more than one item of the same group, you will trigger a synthesized ability. This enhancement will be listed under the character's passive ability list at the Status and Equip screens. Both weapons and accessories can belong to Synthesis Groups, so a character can have up to five items contributing to synthesized abilities, with a maximum of two synthesized abilities active at one time.

Other than the actual effect of a synthesized ability, three additional factors govern how useful or practical it is: the number of items required, the average capacity cost corresponding to that number, and the extent to which the items themselves complement the ability.

A thorough study of the table below, coupled with knowledge of the requisite weapons and accessories, reveals that the most useful synthesized abilities are High HP: Power Surge, Buff: Duration, Debuff: Duration, and possibly Vampiric Strike. Most others are merely perks, or of limited application unless employed in very specific circumstances.

SYNTHESIZED ABILITY LIST	SYN	THES	17FD	ABII	ITY	LIST
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			SYNTHESIZING	3 ITEMS	SYNTHESIZED ABILITY			
SYNTHESIS GROUP	DESCRIPTION	SERAH'S WEAPONS	NOEL'S WEAPONS	ACCESSORIES	2 ITEMS	3 ITEMS	4 ITEMS	5 ITEMS
High HP: Power Surge	Increases damage dealt to enemies when HP is above 70%.	Starseeker, Wild Chorus, Izanami	Flame Fossil, Guardian's Edge, Mac an Luin	Iron Bangle, Silver Bangle, Gold Bangle	-		Damage +10%	Damage +25%
Low HP: Power Surge	Increases damage dealt to enemies when HP is below 30%. Maintaining low HP is risky, but can work with a powerful Sentinel.	Angel's Bow, Nagaraja	Shellbreaker, The Tower	Hero's Amulet, Saint's Amulet, Zealot's Amulet, Hermes Sandals	Damage +25%	Damage +30%	Damage +35%	Damage +45%
Buff: Duration	Extends the duration of buffs bestowed on the user.	Meteorblaze, Butterfly Bow, Eurytos's Bow	Volatile Spark, Romulus & Remus	Rune Bracelet, Witch's Bracelet	Buff: Duration: +20%	Buff: Duration: +25%	Buff: Duration: +30%	
Buff Duration	Extends the duration of buffs cast by the user.	Faerie's Bow, Indrajit	Rune Tooth, Orochi	Magician's Mark, Shaman's Mark	Buff: Duration: +8%	Buff: Duration: +11%	Buff: Duration: +16%	Buff: Duration: +24%
Vampiric Strike	Absorbs a percentage of damage dealt to enemies as HP.	Amazon Bow, Fatal Barb	Survivor's Edge, Grasitha	Power Wristband, Brawler's Wristband		Damage converted to HP: 3%	Damage converted to HP: 5%	Damage converted to HP: 7%
Siphon Damage	Recharges the ATB gauge when damage is taken.	Lunar Stinger, Gandiva	Howling Soul, Blessed Blade, Fragarach	Black Belt, General's Belt	Recharges 1 ATB segment for every 1000 damage taken	Recharges 1 ATB segment for every 950 damage taken	Recharges 1 ATB segment for every 900 damage taken	-
Fire Damage	Increases Fire-based damage dealt to enemies.			Frost Ring, Ice Aegis	Fire damage +30%			
Ice Damage	Increases Ice-based damage dealt to enemies.	-	-	Ember Ring, Fire Aegis	Ice damage +30%	-	-	-
Lightning Damage	Increases Lightning-based damage dealt to enemies.			Zephyr Ring, Wind Aegis	Lightning damage +30%			
Wind Damage	Increases Wind-based damage dealt to enemies.	-	-	Spark Ring, Lightning Aegis	Wind damage +30%		-	-
Strength + Magic	Increases the Strength and Magic attributes.	Rune Feather	Avenger's Edge	Sniper's Eye		Strength & Magic: +10	Strength & Magic: +20	
Damage Wall	Negates the first points of damage from physical attacks.	Fellowship Arc	Sargatanas	Twist Headband	-	-10 damage	-20 damage	-
Debuff: Duration	Reduces the duration of status ailments on the user.	Odinbolt	Odinblade	Metal Armband, Serenity Sachet, Star Pendant, Pearl Necklace, Warding Talisman, Pain Dampener, White Cape, Obsidian Choker	Debuff duration -33%	Debuff duration -50%		
Improved Raise	Restores more HP when reviving an ally with Raise.	Raging Arc, Chrysalis Arc	Nomad's Machete, Vajradanda	Bloodguard, Royal Armlet, Entite Ring	Ally revives with 25% of their HP	Ally revives with 33% of their HP	Ally revives with 50% of their HP	-
Improved Cure	Restores more HP when using Cure spells.	Trollspike, Sagittarius	Blazing Spirit, Sacred Cross	Guardian Amulet, Auric Amulet, Watchman's Amulet	Restores +5% HP	Restores +8% HP	Restores +11% HP	Restores +15% HP
Improved Stagger	Increases the Stagger duration, and recharges one ATB gauge segment for every defeated enemy.	Arcus Chronica	In Paradisum	Martyr's Badge, Martyr's Emblem	Stagger duration +6 seconds	-	-	-

## FERAL LINK ABILITIES

	MONSTER		MAIN EFFECT	HITS	TOTAL	CHARGE TIME	COM	IMAND T
			WATT ETTEST	Hime	MODIFIER	(MM:SS)	PS3	360
1000 Needles	Cactuar	Physical	Attack (always deals 1,000 damage)	1	-	3:00	⊗	<b>a</b>
al ID	Apkallu	Mariant	Wound, Deprotect, Deshell	-	1.8	1:48	<b>©</b>	<b>⊗</b>
Abyssal Breath	Sahagin Prince	Magical	Wound, Deprotect, Deshell & Imperil	5	1.08	1:40	⊗, ⊗, ⊚	<b>A</b> , <b>A</b> , <b>B</b>
	Buccaboo						0000	0000
Batter Up	Moblin	Physical	Attack	1	2.2	2:00	(rotate clockwise)	(rotate clockwise)
Bellow	Behemoth	Magical	Heal, Bravery, Protect, & Shell	1	-	2:30	8	Δ
	Barbed Specter		Q SHEII				⊗,⊗, ໖, ଢ	<b>A</b> , <b>A</b> , <b>Y</b> , <b>A</b>
Biohazard Injection	Clematis	Dhuminal	Poison	1	2.2	2:30	◎, ◎, ⊗	₿,₿,₲
Bioliazaru ilijectioli	Dendrobium	Physical	FUISUII	,	2.2	2.30	8	<b>A</b>
	Necrosis	-				svenete Cali mana	0,0,0	0,0,9
Black Hole	Meonekton Hedge Frog,	Magical	Deprotect Esuna & Dispel;	5	2.2	2:00	(repeatedly)	(repeatedly)
Cleansing Overture	Mud Frog, Tabasco Toad	Magical	applies to all allies and enemies	1		4:25	-	-
Crippling Surge	Thermadon	Magical	Imperil, Deprotect	1	1.8	1:48	<b>9</b> , <b>0</b> , <b>0</b> , <b>0</b>	<b>9</b> , <b>0</b> , <b>0</b> , <b>0</b>
Daze	Metalligantuar	Physical	Attack & Provoke	9	2.2	2:45	(rotate clockwise)	(rotate clockwise)
Deathscythe	Chelicerata Pantopoda	Physical	Attack	4	2.4	2:30	<b>0 0 0 0 0</b>	<b>0</b>
	т аптороца						(rotate clockwise),	(rotate clockwise),
Disastrous Dance	Samovira	Magical	Pain, Imperil, Slow	1	1.8	2:00	(rotate clockwise), (rotate counterclockwise), (rotate clockwise)	(rotate clockwise) (rotate counterclockwise) (rotate clockwise)
Diving Strike	Narasimha	Physical	Attack	1	3	2:45	<b>(0</b> , <b>(0</b> , <b>(</b> )	<b>0</b> , <b>0</b> , <b>0</b>
Drill Bolt	Yeoman	Physical	Attack	5	3	2:45	(repeatedly)	(repeatedly)
Drill Flame	Viking	Physical	Attack & Wound	5	2.4	2:30	0,0,0,0	0,0,0,0
Drill Thrust	Fencer Orion	Physical Physical	Attack Attack	5 2	3	2:45 2:45	(rotate counterclockwise)	(rotate counterclockwise)
Dual Bolt	Bomb	rilysical	Attack		3	2.40	<b>6</b>	Ô
	Cryohedron						(rotate clockwise)	(rotate clockwise)
Elemental Overdrive	Debris	Magical	Attack	1	2.2	2:00	0000	0,0,0,0
	Grenade						⊗ (repeatedly)	(repeatedly)
	Tempest					0.45	◎, ◎, ⊗	B. B. A
Energy Wave	Pulse Soldier	Magical	Attack & Provoke	1	2.2	2:15	⊗ <b>û</b>	(A)
Explosive Thrust	Exoray	Physical	Attack & Drain HP	1	2.4	2:45	0.000	0.0.0
Explosive Tillust	Frag Leech Spiranthes	Tilysical	Attack & Didinin		2.4	2.40	(repeatedly)	(repeatedly)
F 1 . T		Manageria	August	4	1.5	1.00	(repeatedly),	(repeatedly)
Explosive Trigger	Testudo	Magical	Attack	1	1.5	1:30	(repeatedly)	(repeatedly)
Fanatical Dance	Gahongas	Magical	Heal & Buffs (Bravery, Faith, Protect, Shell,	1	-	2:30	0,0,0	Ø, B, Ø
	Yakshini		Veil, Vigilance)				(reported by)	(D), (C), (D)
Flame Cyclone	Dreadnought	Magical	Attack	4	3	2:00	(repeatedly), (repeatedly)	(repeatedly), (repeatedly)
Fresh Breath	Kanna Kamuy	Physical	Attack	2	1.7	1:48	◎, ⊗, ⊗, △	B, Q, Q, V
i resii Dicalii	Svarog	i iiyalcal		4	2.2	2:00	0,0,0	0,0,0
Full and the File	Circuitron	NA	Faith, Veil, Vigilance, Enthunder			2.00	0,0	9,0
Friendly Fire	Cloudburst	Magical	Faith, Veil, Vigilance, Enfrost	1	-	2:30	⊗,⊗, ⊜, ⊚	<b>A</b> , <b>A</b> , <b>W</b> , <b>B</b>
	Amanojaku		Lilliuot		1.1	1:30	<b>(a)</b>	0
	Gremlin				2.2	2:15	8	0
Giant Drop	Imp	Physical	Attack	2	1.1	1:30	0,0,0	(B), (B), (V)
a.a.n. brop	Leyak	Physical	, .cook		1.1	1:30	0,0,0,0	0, 0, 0, 0
	Koboldroid Yang				2.2	2:15	⊗,⊗,⊗	0,0,0
	Unsaganashi				2	2:00	0.0	0.0
Goblin Rush	Gancanagh Goblin	Physical	Attack	13	2.4	2:30 2:45	<b>6</b> , <b>0</b> , <b>0</b> , <b>0</b> , <b>△</b>	0,0,0,0,0 0,0
	Munchkin	, ilyoibai			3	2:45	◎, ◎, ⊗	B, B, <b>A</b>
Hateful Gouge	Don Tonberry	Physical	Debuffs (Deprotect, Imperil, Curse, Slow)	1	2.5	3:25	8	0
Head Twister	Pulse Knight	Magical	Imperil, Curse, Slow) Attack & Provoke	1	2.2	2:15	0	O
Heel Kick	Gandayaks	Physical	Attack	1	3	2:45	0,0	<b>Q</b> B
Hellstorm Bolt	Garuda	Physical	Attack	1	2.2	2:00	0	0
II. I B	Oannes	1			1.1	1:30	0.0	0.0
High Dive	Swampmonk	Magical	Attack	2	2.2	2:00	<b>0</b> , <b>0</b> , <b>0</b> , <b>8</b>	0.0.0

(rotate clockwise)

2.2

Metallicactuar

Gigantuar

Hit-and-Run

Physical

Physical

2:30

Ø, Ø, Ø, B

(rotate clockwise)

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# FERAL LINK ABILITIES (CONTINUED)

	MONGER	ABILITY	MAIN EFFECT		TOTAL	CHARGE TIME	COIM	MAND
FEMAL LINK	MONSTER	TYPE	MAIN EFFEL!	HIIS	MODIFIER	(MM:SS)	PS3	
	Flanbanero			d Constitution	2.66	2:45	(repeatedly),	<b>③</b> (repeatedly), <b>⑥</b>
Hundred Fists	Flandit	Physical	Attack	19	2.66	3:00	(repeatedly), (repeatedly)	(repeatedly), (a) (repeatedly)
	Seeping Brie				3.04	2:45	◎ (repeatedly), ⊗	(repeatedly),
Hyper Rescue	Flanitor	Magical	Heal	1	3	1:30	-	-
Umnatia Danas	Cactrot	Magical	Attack & Debuffs (Fog, Pain,	3	1.8	3:00		
Hypnotic Dance	Cactuarina	iviayicai	Curse, & Imperil)	3	1.0	3.00	1 -	
Hypnotic Star	Haguma	Magical	Attack	1	2.2	2:00	⊗, ⊙, ⊗, ⊙	(A, B, A, B)
Kitty Clock	Cait Sith	Physical	Attack	5	3	3:00	△, □	∅, ∅
Kitty Glock	Schrodinger	Filysical	Allduk	5	2.4	3:00	(repeatedly)	(repeatedly)
	Chocobo						(O), (O), (D)	⊕, ⊕, ❷
V	Golden Chocobo	Dhysical	Attack	5	3	3:25	9,0,0,0,0,0,0,0	9,0,0,0,0,0,0,0
Kweh	Red Chocobo	Physical	Attack	Э	3	3.20	<b>(B</b> , O, <b>(B</b> , O	(D, B, (B, B
	White Chocobo						•	•
	Black Chocobo				1.71	2:45	(repeatedly)	(repeatedly)
	Blue Chocobo	2.22	3:00	0.0.9.0	0.0.0.0			
Kweh Kweh	Green Chocobo	Magical	Attack	3	2.22	3:00		<b>Ø</b>
	Purple Chocobo				1.11	2:30	<b>0</b> , <b>0</b> , 0	(O, (O, E)
	Silver Chocobo				2.82	3:00	(rotate clockwise)	(rotate clockwise)
	Chichu		1		3	2:45	O.O.Q	O. O. O
Meteorite	Nanochu	Physical	Attack	1	1.5	1:30	(rotate clockwise)	(rotate clockwise)
Mimicking Screech	Microchu	Physical	Dispel & Buffs	4	1.8	3:25	○, ○, ⊗, △	B. B. A. O
Missile Hatch	Scutari		Attack	4	2.2	2:00	(0,0,0,0)	
Wilssile Hatch		Physical	Attack	4				
	Ahriman				2	2:00	<b>(0</b> , 0, 0	(B, B)
	Apotamkin				2.2	2:15	0.0.0	0,0,0,0
	Bamapama				2	2:00	0,0,0	0,0,0
	Garchimacera				2.2	2:15	⊗	A
	Fachan			-	1.8	1:30	<b>①</b>	Û
Multicast	Koboldroid Yin	Magical	Attack	6	2.2	2:15	0.0.0	0,0,0
	Mimi				2	2:00	$\bigcirc$ , $\bigcirc$ , $\otimes$ , $\bigcirc$	B B A B
					2.2	2:15	<b>Q</b> , <b>Q</b> , <b>Q</b> , <b>Q</b>	₽, B, B, B
	Rangda 2.2				<b>9.0.0</b> .0			
		2.2 2:15 ♠, ℚ, ⊗ or ℚ		e fanoralismont annih a Taran anna anni anni a anni a				
	Zwerg Metro							(repeatedly)
	Zwerg Scandroid			-	2.2	2:15		9,0
	Gancanagh Ace				1.5	1:30 🙆, @, 🔡, 🔘, 🗓	<b>△</b> , <b>□</b> , <b>⊗</b> , <b>○</b> , <b>७</b>	Ø, Ø, Ø, B, <b>®</b>
Neo Goblin Rush	Major Moblin	Physical	Attack	13	2.8	3:00	<b>(1)</b> , <b>(1)</b> , <b>(</b> )	( <b>0</b> , ( <b>0</b> , <b>3</b>
	Munchkin Boss				3	2:45	<b>(0</b> , <b>(0</b> , <b>(</b> )	(C), (C), (C)
0	Grand Behemoth	Dhoolast	Assasla		2.0	2.00	◎, ◎, ⊗	<b>₿</b> , <b>₿</b> , <b>۵</b>
Onrush	Zaghnal	Physical	Attack	1	2.8	2:30	<b>9.9.6</b> ×	Q, Q, Q, Q
	Dragoon					2:00		0
Orbital Battery	Lancer	Physical	Attack	3	2.19	2:15		0
Oscillating Wave	Xolotl	Magical	Attack & Provoke	3	2.22	2:15		0.0.0
Oscillating vvave	Noioti	iviagical		ļ		2.10		
Piercing Rain	Cactuaroni	Physical	Attack & Debuffs (various, with low chances)	10	2.2	3:00	0, 0, <b>0</b> , <b>0</b> , <b>0</b> , <b>0</b> , <b>0</b>	0,0,9,9,0,0,9,0
	Forked Cat		Heal, Protect, Shell				~ A A	0.00
Precious Prayer	Mewmao	Magical	Heal, Bravery, Faith	1	3.5	2:30		
	IVIEWITIAU						1	(rotate clockwise)
Raging Torrent	Tezcatlipoca	Magical	Provoke & Debuffs (Fog, Pain, Curse, Debrave, Defaith)	1	1.8	2:00	⊗ (repeatedly)	(repeatedly)
	Bloodfang Bass		Heal, Esuna, Regen & Veil		5	2:30		
	Breshan Bass		Heal & Regen		2	1:15		
	Ceratoraptor		Heal, Esuna & Regen		2	1:30		
Refreshing Rain	Ceratosaur	Magical	Heal & Esuna	1	4	2:00	-	-
	Chunerpeton		Heal, Esuna & Veil Heal, Esuna, Regen & Veil		4	2:00 3:00	(P, 0, 0) (A) (Pepeatedly) (P, A) (A) (B) (Pepeatedly) (P, A) (A) (B) (B) (Pepeatedly) (P, A) (P, A	
	Pitterpatter Spiceacilian		Heal & Regen		1	1:00		
Second Nailgun	Hoplite	Physical	Attack	6	3	2:45	000â	0.0.0
	Bunkerbeast	, uloui						(rotate clockwise)
	Calautidon							(rotate clockwise)
Shell Spin	Lucidon	Physical	Attack	2	2.2	2:15		of magazine to the first the first terms of the contract of th
								0 0 0 0
	Navidon						0,9,0,0	0,0,0,0
	Albino Lobo				3	2:45	<b>0</b> , <b>0</b> , <b>0</b>	(O, G), (O
Shred	Silver Lobo	Physical	Attack	7	2.38	2:30	◎, ◎, ⊗	B, B, A
	Thexteron				1.47	1:30	(rotate clockwise),	(rotate clockwise),
	-						(rotate counterclockwise)	(rotate counterclockwise)
	Caterchipillar		Attack, Fog & Pain				0,9,0,0	0, 0, 0
Slurp	Crawler	Physical	Attack & Deprotect	1	2.8	2:30	◎, ◎, ⊗	B, B, <b>A</b>
	Sarracenia		Attack & Deprotect				⊗	<b>(2)</b>

## FERAL LINK ABILITIES (CONTINUED)

	NONOTER	ABILITY	AAAA EEFFO		TOTAL	CHARGE	COMMAND		
	MONSTER		MAIN EFFECT	HITS	MODIFIER	TIME (MM:SS)	PS3		
	Mandrake				3	2:45	<b>9</b> . <b>•</b> . ⊗	9.00	
	Triffid	D		-	1.5	1:30	0	0	
Sniping Thrust  Sonic Fangs  Spider Web Spinning Jump Spinning Stice Spinning Step  Spirit Infusion  Spit Sunder  Tail Whip Terra Fantasy Tornado Turbo Fist  Twin Fists  Ultimate Grudge Uplift War Dance Zantetsuken	Vespid	Physical	Attack	5	3	2:45	0,0,0	₿, ∅, ₡	
	Vespid Soldier				3	2:45	0.9.0.0	0.9.0.0	
	Gorgonopsid				3	2:45	๎, ©	Ø, <b>6</b>	
Conio Eongo	Luminous Puma	Physical	Attack	3	1.5	1:30	⊗ (repeatedly)	(repeatedly)	
Some rangs	Mánagarmr	Filysical	Attauk	3	3	2:45	⊗, ໖, ⊗	<b>(A) (V) (A)</b>	
	Uridimmu				3	2:45	(O, (O, O)	(O, (O, (O)	
Spider Web	Nekton	Magical	Attack & Debuffs (Slow, Deshell, Fog, Pain)	1	2.8	2:30	8	0	
Spinning Jump	Pink Lily	Physical	Attack & Provoke	2	2.2	2:00	(rotate clockwise)	(rotate clockwise)	
Spinning Slice	Reaver	Physical	Attack & Wound	2	1.7	2:00	0,9	0,0	
Cainning Ston	Vodianoi	Physical	Attack	5	2.2	2:00	0,0,0	<b>B</b> , <b>Ø</b> , <b>B</b>	
Spinning Step	Yaksha	Physical	Attack	3	2.2	2.00	(O, (O, O), (O, O), (O)	(O, (O, O), (O, O), (O,	
	Buccaboo Ace		Heal, Faith, Protect & Shell	1		0.00	Û	0	
Spirit Infusion	Goblin Chieftain	Magical	Heal, Protect, Shell, Veil & Vigilance	-		2:30	<b>(a)</b>	Ø	
Spit	Miniflan	Physical	Attack	1	2.2	2:00	0,0,0,0	0,0,0,0	
Sunder	Proto-behemoth	Physical	Attack	2	2.2	2:00	0	0	
	Deathgaze				1.7	1:48	Ô	0	
Tail Whip	Illuyankas	Physical	Attack	1	1.7	1:48	⊗, ⊗, ໖	<b>A</b> , <b>A</b> , <b>V</b>	
	Vouivre				2.2	2:00	0.0.0	0.9.0.0	
Terra Fantasy	Miquiztli	Magical	Heal, Esuna & Veil	1	6	3:25	0.9.9 8	B	
	Clione				1.1	1:30	∅, ∅, ⊗	Ø. B. Ø	
Tornado	Pleuston	Magical	Attack	1	2.2	2:00	0000	0000	
Turbo Fist	Pulse Gladiator	Physical	Attack & Provoke	7	2.2	2:15	(rotate clockwise)	(rotate clockwise)	
	Flanborg	1				e proprieta de la recipio de la constanta de l	0,0,0,0,0	B, Ø, B, Ø, Ø	
	Flangonzola			_		0.45	009	0.0.0	
Twin Fists	Garganzola	Physical	Attack	5	3	2:45	□. ○. △. ⊗	Ø. B. Ø. A	
	Rust Pudding						0.0	(O, O)	
Ultimate Grudge	Tonberry	Magical	Debuffs (Fog, Curse, Dispel) & Esuna	1	1.8	3:00	0,0,0	Ô, Q, O, O	
Uplift	Cactuarama	Magical	Heal, Reraise & Vigilance	1	7.77	15:10	0,9,0,9,0,0	0.0.0.0.0.0	
War Dance	Shaguma	Physical	Attack	6	3	2:45	0.0.8	B. B. A	
Zantetsuken	Twilight Odin	Physical	Attack	3	2.2	4:25	(O, O), Q, (O)	(D, (D), (D, (B)	

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#### NOTES

- After familiarizing yourself with the fixed inputs for each Feral Link, consistently landing all the prompts successfully will become second nature to you. Even the somewhat tricky rotational inputs can be mastered with a bit of practice.
- The Synchronization percentage displayed in the upper right corner of the screen during the input phase does not influence the power of an attack or any accompanying effects. It is actually a multiplier that increases the chance that a prospective monster recruit will drop a crystal if the Feral Link deals the killing blow. Essentially, the higher the Synchronization percentage is, the better your chance will be to tame the target.
- You should always set up a full queue of commands for your leader before initiating a Feral Link ability; he or she will execute your selected actions while you are focused on the Feral Link input.
- You can use the Cheer ability (Medic), the Feral Speed I, II or MAX passive abilities, and the Hypnocrown accessory (including the Delicate and Durable versions) to increase the rate at which the Feral Link gauge fills.

- Fundamentally, there are four types of Feral Link abilities: Attack, Debuff, Buff, and Healing. Many Feral Link abilities have secondary effects (for example, a Buff Feral Link may heal the party slightly). Status effects and role Bonus Boosts improve the effects of the related Feral Link abilities.
- As with Saboteur spells, status ailments directed at enemies by Feral Links are not guaranteed to stick; they have a base chance of success that is weighed against the enemy's resistances.
- Status enhancements are typically wide-ranging but short-lived. Feral Links capable of bestowing offensive buffs should be employed just before you switch to an all-out offensive Paradigm.
- Some Feral Links offer the opportunity to invoke some status effects
  that would otherwise be unavailable for use by your party: Debrave,
  Defaith, Slow, Regen, and even Reraise. Used in conjunction with
  other buffs and debuffs, they are capable of shifting the momentum of
  a fight overwhelmingly in your favor.

# TEMPORAL RIFT

This section reveals how to tackle the assertment of puzzles encountered in the Temporal Rift Anomalies scattered throughout the game. Resolving each Anomaly will reward you with a Fragment and a sum of Crystogen Points.

## TILE TRIALS

In Tile Trials, each stage consists of an arrangement of tiles and crystals. There are two types of tile:

- Red tiles will disappear after you pass over them. If you stand on a red tile
  without moving, it will fade after three seconds. The exceptions to this are
  the tiles that comprise the initial path to the main part of the stage, which
  will remain in place for as long as you need them.
- White tiles can be walked over twice. The first time you pass over a white
  tile it will turn into a red tile and will subsequently behave as all other red
  tiles do.

You will need to plan a path to traverse the tiles in a way that enables you to collect all crystals and make your way to the exit. In later stages, the crystals will sometimes warp between different locations on the grid, which makes the process of planning a route a little more complicated.

These puzzles are actually the easiest of all Temporal Rift challenges. If you refrain from stepping out onto the main stage until you have determined the correct path, you can often identify the route in advance. From there, it is merely a matter of being precise with your movements. Timing also comes into play when you face moving crystals.

We offer annotated screenshots that show the correct path for every Tile Trial in this section.

## CRYSTAL BONDS

Crystal Bonds puzzles are a predominately simple exercise where you must connect a series of crystals together. Every stage features an arrangement of points that make up a Crystarium "constellation".

At the beginning of each stage, you will be shown the outline of the finished constellation. You are then required to run across the tiles and manually connect each pair of crystals. To do so, press 2/2 while the character under your control is close to a crystal and hold the button as you draw a line to the corresponding connection. Once the physical link has been established (this happens automatically on contact), the line drawn will remain visible as you move on, and both constituent crystals will disappear.

The process is complicated by the fact that you are only allowed to complete a connection if the two crystals on each end are of the same shape and color. This would not be much of a problem were it not for the fact that most crystals transform every three seconds.

There is, however, one way to stop the crystals from changing. As soon as you "grab" any crystal, the three-second window is "frozen" and you are free to run around for as long as you like without having to worry about any unexpected alterations.

Each stage is timed, so you need to make sure that your pace is not severely interrupted by crystal transformations. The early stages can be completed with plenty of time to spare. The more difficult stages, on the other hand, involve more complex constellations and frequently have gaps that will force you to take a much more circuitous route to connect crystals.

Here are some tips to refine your approach to completing each constellation as efficiently as possible:

- You can start by grabbing the crystal closest to you at the beginning of each stage. Even if the corresponding colored crystal is not available, "freezing" them enables you to plan your next connection. You can use this technique at any stage in a Crystal Bonds puzzle. If there are no plausible matches, briefly stand in place and wait for a rotation.
- Crystals tucked away in dead-end corners or across wide gaps should be handled early or late, but not midway through the stage. You should aim to spend as little time as possible on the periphery of each grid, and minimize longer journeys. Staying in the center increases the likelihood that you will be able to complete multiple connections in succession.
- Use the screenshots in this section to familiarize yourself with the different constellations, and to acquire a sense of the paths that you will need to take to complete each stage.

## THE HANDS OF TIME

These "clocks" will likely be, by far, the most difficult and time-consuming puzzles you will face. Worse still, it is impossible for us to provide specific solutions, as these puzzles are randomly generated, with every layout unique to your own game. Therefore, it is essential that you understand the rules and formulate strategies to solve them as efficiently as possible.

The layout of a Hands of Time stage involves a clock with two hands and a sequence of anything from five to thirteen numbers. Each number represents a "switch" position for the hands. To start the puzzle, select any position and press **②/②** while standing over it to activate that switch.

When a switch is activated, the hands reset to that position before separating to move the number of positions denoted by that switch in either direction. The original number switch is erased from the clock, rendering that position unusable. The hands will then point to the next available switches or switch. Once the next switch has been chosen, the process is repeated.

To solve the puzzle, you must erase every number from the clock. Therefore, the goal is to determine a "path" that involves each position once only. If both hands point to empty (previously activated) switch positions, press a/s to retry the puzzle.

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## THE HANDS OF TIME (CONTINUED)

Here are some general tips to help you solve these puzzles, regardless of size:

- · A switch with a number value that is half the size of the clock (for instance, a "4" in an 8-position clock) will only have one possible "next step," as both hands will point to the position directly across from that switch. You can use this to plan your path before and after that particular step.
- You can also use this tactic to plan a path around two switches of the same value that are separated by that specific value. For example, with a pair of "3" switches that are three positions apart, you know that by going from one 3 to the other, you will now also be able to plot the next step, because only one possibility remains after activating the second switch.
- In large clocks, eliminating low-value switches early will break the puzzle down into what is essentially a smaller clock with discontinuities, which is nevertheless easier to visualize and work
- A time limit is enforced on some, but not all, clock puzzles. The puzzles that are not timed will be fixed upon generation. The puzzles that are timed, on the other hand, will change every time you retry. If you have a pen and paper nearby (or a digital camera), it may be less stressful to write down the timed puzzles and pause the game while you work them out by hand. Once you have found a solution, you can then resume the game to implement the correct path.
- Don't spend too much time thinking at first. Start the puzzle and erase a few numbers, then slow down and try to work out the rest of the path once you have fewer switches to worry about.

While solutions to the smaller clocks tend to be simple and do not require much effort, the task of trying to immediately visualize a clear path from start to finish for the larger clocks can be toilsome. There is a brute-force method that will enable you to systematically deduce individual steps of a path by working backwards, allowing you to minimize the amount of guesswork that you employ. Using this system will likely take more time than you are given for some of the larger clocks, but you may find it preferable to pause the game and guarantee that you will complete the stage on the first try, rather than risk potential failure and be forced to retry on a newly generated clock.

The core principle is to take every position on the clock and determine how many other positions can "lead into" that one. By doing this, you will incrementally be able to ascertain how a solution will involve any individual switch. As you fill in specific steps of the path, the number of possibilities for the remaining steps will decrease accordingly.

It may be best to consider a sample problem to see how this method can be used to solve a puzzle. Consider the following example clock,



- First, we must find a position with only one possible "lead-in" step. In this problem, we will consider 3. If you start from that position and count to either side, you will see that your count matches the number on the clock in only one position: 4. Therefore, you now know that one step of the solution must be  $4 \Rightarrow 3$ .
- If we now try to do the same thing with 4, we see that it has two possible lead-ins: 1 and 3. We do not know for sure which is the correct one at this point, so we move on to another position.
- Let us now consider 3. If we perform our counts, we see that its only possible lead-in is 3. Now we know the step: 3 ⇒3.
- Now look at 3. Its only possible lead-in is 1: 1 ⇒ 3.
- If we look back at 4, we can see that we have actually eliminated both of its possible lead-ins in the previous two steps. This means that in this particular solution, as we have plotted it, there is no position that can lead into 4. Therefore, 4 must be the starting switch. Once again, it is important to note that this is a characteristic of this specific solution. Because multiple solutions exist, 4 may very well not be the starting switch if we had calculated individual steps in a different order.
- Now that we have established a starting position, we know that every other position must have a lead-in. If we return to 3 and perform our count, we see that there are two possible lead-ins: 2 and 3. We know that 3 leads to 3, so 3 cannot lead back to 3, and now we are left with: 2 ≥ 3.
- At this point, we are left with three positions for which we require lead-ins: 1, 2, and 2. If you check these positions, however, you will see that all of them have multiple possibilities. At this point, we can no longer use the "lead-in" method, and the most efficient way to proceed is to do some good old guessing. Still, we have already solved half the steps, and figuring out the rest will not take much more time.

To show that multiple solutions are indeed possible, here are two equally valid solutions that build on the foundation laid in the discussion above, and, as a bonus, yet another valid solution that uses a different path entirely:

transcribed from the game:



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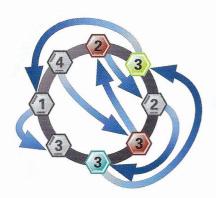
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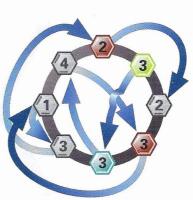
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# OERBA (200 AF)

## BRESHA RUINS (005 AF)

#### TEMPORAL RIFT - TILE TRIAL

**Location:** You will find this puzzle as you approach the control device for Atlas in the tunnels to the north of the map.

**Reward:** Delicate Crystal Fragment



Stage 1



Stage 2



Stage 3

#### TEMPORAL RIFT #1 - CRYSTAL BONDS

**Location:** Directly ahead from the entrance Gate along the main street. **Reward:** Time's Stardust Fragment



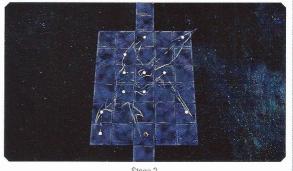
Stage 1

## TEMPORAL RIFT #2 - CRYSTAL BONDS

**Location:** Northern end of the village square. **Reward:** Time's Shell Fragment



Stage 1



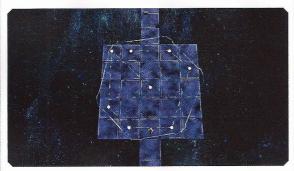
#### TEMPORAL RIFT #3 - CRYSTAL BONDS

Location: On the stairs at the western end of the map.

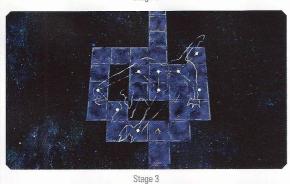
Reward: Time's Coral Fragment



Stage 1



Stage 2



YASCHAS MASSIF (100 AF)

#### TEMPORAL RIFT #1 - THE HANDS OF TIME

Location: Blocks the lone Crystal Gate on the map.

Reward: Book of Valhalla Fragment

STAGE	1	2	3	4
Switches	6	8	10	12
Time (s)	60		80	-

#### TEMPORAL RIFT #2 - THE HANDS OF TIME

**Location:** On the west side of the Archaeopolis.

Reward: Book of Shambala Fragment

STAGE	1	2	3
Switches	10	10	10

## YASCHAS MASSIF (110 AF)

#### TEMPORAL RIFT - THE HANDS OF TIME

**Location:** In the southwest clearing of the Pass of Paddra.

Reward: Book of Avalon Fragment

STAGE				4
Switches	5	7	9	11
Time (s)	40	50	70	90

#### BRESHA RUINS (300 AF)

#### TEMPORAL RIFT - TILE TRIAL

**Location:** In the room with the control device for Atlas.

Reward: Control Device Password 2 Fragment



Stage 1



Stage 2



Stage 3

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#### OERBA (300 AF)

## TEMPORAL RIFT #1 – THE HANDS OF TIME

**Location:** Northwest corner of Village Proper. **Reward:** Spinning Moonstone Fragment

STAGE	1	2	
Switches	5	6	

#### TEMPORAL RIFT #2 - CRYSTAL BONDS

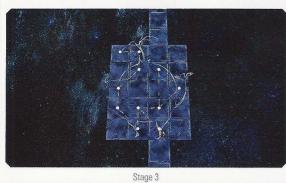
**Location:** Directly behind the entrance Gate. **Reward:** Sparkling Runestone Fragment



Stage 1



Stage 2



TEMPORAL RIFT #3 - TILE TRIAL

**Location:** This is visible at the top of the stairs down to the beachfront. **Reward:** Astonishing Limestone Fragment



Stage 1



Stage 2

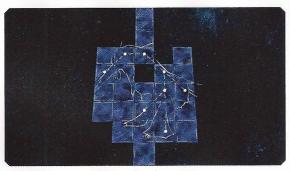


#### TEMPORAL RIFT #4 - CRYSTAL BONDS

**Location:** From Rift #2, go up the nearby stairs and around the back of the building. **Reward:** Thrilling Milestone Fragment



Stage 1



Stage 2



Stage 3



Stage 4



Stage 5

#### TEMPORAL RIFT #5 - THE HANDS OF TIME

**Location:** From Rift #1, head down the stairs and go around to head down another flight of stairs. Use a Moogle Hunt when you've reached the bottom. **Reward:** Lovely Starstone Fragment

STAGE		
Switches	8	12
Time (s)	60	80

#### TEMPORAL RIFT #6 - TILE TRIAL

**Location:** Head down onto the Ashensand and use a Moogle Hunt at the bottom of the stairs.

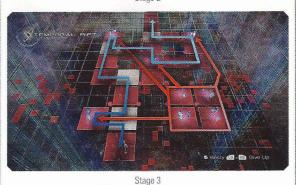
Reward: Bubbly Stone Fragment



Stage 1



Stage 2



#### TEMPORAL RIFT #7 - THE HANDS OF TIME

**Location:** Appears in front of the Crystal Gate once you have solved the other Rifts in this area.

Reward: Scorching Firestone Fragment

STAGE	301	2	3
Switches	7	8	9

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#### TEMPORAL RIFT #8 - CRYSTAL BONDS

**Location:** At the north end of the main road running through the center of Village Proper.

Reward: Dewy Bloodstone Fragment



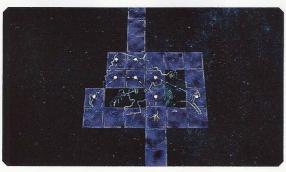
Stage 1



Stage 2



Stage 3



Stage 4

* This is perhaps the hardest Crystal Bonds stage. One thing you can do to maximize your chances of finishing in time is to keep an eye on the two "front legs". When the colors align for both connections, you should prioritize completing both of these immediately. Start with one of the middle crystals and circle around to connect it to the corresponding "foot," then quickly grab the other "foot" crystal and make your way back to the middle. This way, you will only have to make one trip all the way around to the feet.

#### TEMPORAL RIFT #9 - CRYSTAL BONDS

**Location:** Appears at the end of the far southern path after completing Rift #8. **Reward:** Mossy Rosetta Stone Fragment



Stage 1



Stage 2



Stage 3



Stage 4

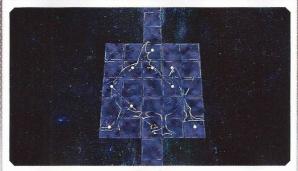


Stage 5*



#### TEMPORAL RIFT #1 - CRYSTAL BONDS

**Location:** By the tower in Village Proper. **Reward:** Bittersweet Chiffon Fragment



Stage 1



Stage 2



Stage 3



TEMPORAL RIFT #2 - TILE TRIAL

**Location:** In the south of Village Proper, close to the billboard. **Reward:** Tremulous Muffin Fragment



Stage 1



Stage 2

#### TEMPORAL RIFT #3 - THE HANDS OF TIME

**Location:** On the beach, in the water. **Reward:** Beloved Cinnamon Fragment

STAGE	1	2	3
Switches	8	9	10



Stage 5

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#### TEMPORAL RIFT #4 - CRYSTAL BONDS

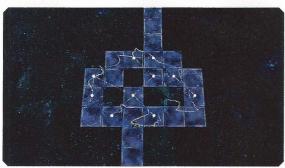
**Location:** From the village square, head down toward the waterfront. Move east past the stairs down to the beach. It's a little way past the steps. **Reward:** Selfish Pancake Fragment



Stage 1



Stage 2



Stage 3



Stage 4

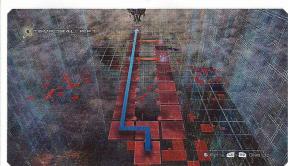
#### TEMPORAL RIFT #5 - TILE TRIAL

**Location:** From the entrance Gate, head straight forward. It's near the tree ahead.

Reward: Farewell Madeleine Fragment



Stage 1



Stage 2*



Stage 3

* The exit can be down either path.

#### TEMPORAL RIFT #6 - THE HANDS OF TIME

**Location:** Use a Moogle Hunt on the roof of the schoolhouse. **Reward:** Teatime Mont Blanc Fragment

STAGE	1	2	3
Switches	10	11	12
Time (s)	70	80	90

#### TEMPORAL RIFT #7 - CRYSTAL BONDS

**Location:** Use a Moogle Hunt on the first floor of the two-story building in the village square.

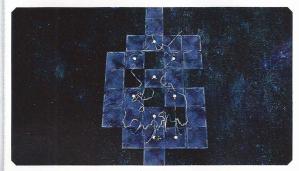
Reward: Dishonest Mille-feuille Fragment



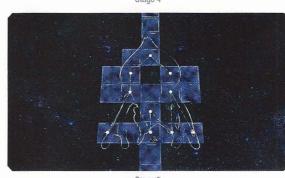
Stage 1



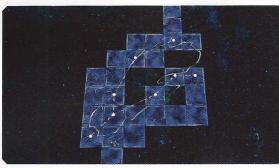
Stage 4



Stage 2



Stage 5



Stage 3



Stage 6*

* This is a very hard Crystal Bonds stage. One thing you can do to maximize your chances of finishing in time is to keep an eye on the two "right-hand legs". When the colors align for both connections, you should prioritize completing both of these immediately. Start with one of the middle crystals and circle around to connect it to the corresponding "foot", then quickly grab the other "foot" crystal and make your way back to the middle. This way, you will only have to make one trip all the way around to the feet.

#### TEMPORAL RIFT #8 - THE HANDS OF TIME

Location: On the beach, right next to the steps.

Reward: Pink Parfait Fragment

STAGE	1	2	3	4	5	6
Switches	5	7	9	11	12	13
Time (s)	50	ų.	70		90	-

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## INVENTORY

Every item you equip is a tactical choice that will influence (and, on occasion, even directly determine) the outcome of each battle. This chapter provides complete inventory lists and statistics, including item information that is normally hidden from the player. By making more informed selections, you can fashion custom combinations that strengthen your characters and create new strategic possibilities.

#### SERAH'S WEAPONS

WEAPON LIST

	STRENGTH	MAGIC	PASSIVE ABILITY	SYNTHESIS GROUP	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Starseeker	4	4		High HP: Power Surge		-	150	Starting weapon
Meteorblaze	13	16	-	Buff: Duration	-	960	480	Chocolina, Bresha Ruins (005 AF)
Lunar Stinger	23	34		Siphon Damage	1	2,000	1,000	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Raging Arc	45	63	-	Improved Raise	-	4,500	2,250	Chocolina, Academia (400 AF)
Izanami	88	110		High HP: Power Surge		12,000	6,000	Chocolina, Academia (500 AF)
Amazon Bow	15	20	Chain Bonus Lv. 1	Vampiric Strike	Shattered Bone (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Fellowship Arc	26	40	Chain Bonus Lv. 2	Damage Wall	Begrimed Claw (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Trollspike	35	54	Chain Bonus Lv. 3	Improved Cure	Mutant Extract (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Fatal Barb	54	76	Chain Bonus Lv. 4	Vampiric Strike	Spined Horn (x3), Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Gandiva	72	120	Chain Bonus Lv. 5	Siphon Damage	-	-	25,000	Ochu (rare drop: 5%)
Faerie's Bow	12	15	ATB Rate: +25%	Buff Duration	Moistened Scale (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Rune Feather	23	32	ATB Rate: +30%	Strength + Magic	Tear of Woe (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Angel's Bow	26	40	ATB Rate: +35%	Low HP: Power Surge	Segmented Carapace (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Eurytos's Bow	40	60	ATB Rate: +40%	Buff: Duration	Starblossom Seed, Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Indrajit	64	80	ATB Rate: +50%	Buff Duration			25,000	Immortal (common drop: 10%)
Butterfly Bow	40	40	Attack: ATB Charge II	Buff: Duration	~		1,000	Treasure sphere in Bresha Ruins (005 AF)
Wild Chorus	1	1	Strength: +35%	High HP; Power Surge		-	2,000	Treasure sphere in Oerba (400 AF)
Chrysalis Arc	50	50	Quick Stagger	Improved Raise	-		3,000	Treasure sphere in Bresha Ruins (100 AF)
Nagaraja	1	1	Mana Link	Low HP: Power Surge			5,000	Chocobo race reward, Kalavinka Clas
Sagittarius	115	160	ATB Gauge: +1	Improved Cure	Izanami (x1), Trapezohedron (x2), Phoenix Blood (x1)	80,000	40,000	Chocolina, post-story
Arcus Chronica	140	200		Improved Stagger	Gandiva (x1), Indrajit (x1), Adamantite (x2)	150,000	75,000	Chocolina, post-story
Odinbolt	40*	40*	Fragment Energy	Debuff: Duration	Chaos Crystal Fragment: see page 117.		0	Academia (4XX AF) after you purchas the Chaos Crystal from Serendipity: see page 149.

* Odinbolt's attributes scale with the number of Fragments you collect. The basic Strength and Magic attributes are 40. A bonus corresponding to the percentage of Fragments you have collected is then added (30 extra points if you have collected 30% of the 160 possible Fragments). You get an additional bonus of 80 by acquiring all 160 Fragments: this brings the weapon's attributes (Strength and Magic) to 40 + 100 (100% of the Fragments) + 80 = 220, making Odinbolt Serah's most powerful weapon at that point.

#### Weapon Analysis:

- As it can be acquired for free early in Episode 3, the Butterfly Bow is an excellent choice until better options
  are available.
- Vampiric Strike is an interesting synthesized ability that you can access early by purchasing the Amazon Bow, and later with Fatal Barb. The drawback is that it forces Serah to use Strength-boosting accessories which, given her natural stat progression, may not be ideal.
- Though it has no special passive ability, Izanami is still a great buy, granting you good stat bonuses and a useful synthesized ability. If you have the accessory capacity, simply equip as many Delicate Iron Bangles as you can to invoke High HP: Power Surge.
- Also available at around the same time is Eurytos's Bow, which is perhaps even better. It offers a significant
  bonus to ATB rate and the Buff: Duration synthesized ability, which increases the duration of buffs cast on
  Serah. You will need to farm for materials from the Yeoman and either Bamapama or Mimi enemy types, but it
  may be worth your time to do so.
- You should aim to defeat Ochu and Immortal as soon as possible to obtain Gandiva and Indrajit, which are
  probably two of Serah's most useful post-story weapons. If you do not want to spend time farming to obtain
  Eurytos's Bow, you can simply wait to acquire an Indrajit instead though its synthesized ability is less useful.
- For those looking to employ a Strength-based Serah, consider equipping either the Wild Chorus or the Nagaraja, along with Strength-boosting accessories.



#### NOEL'S WEAPONS

WEAPON LIST

	STRENGTH	MAGIC	PASSIVE ABILITY	SYNTHESIS GROUP	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Flame Fossil	4	4		High HP: Power Surge			150	Starting weapon
Howling Soul	16	13		Siphon Damage	-	960	480	Chocolina, Bresha Ruins (005 AF)
Volatile Spark	34	23	*	Buff: Duration		2,000	1,000	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Blazing Spirit	63	45	-	Improved Cure	-	4,500	2,250	Chocolina, Academia (400 AF)
Vajradanda	110	88		Improved Raise		12,000	6,000	Chocolina, Academia (500 AF)
Survivor's Edge	20	15	Chain Bonus Lv. 1	Vampiric Strike	Shattered Bone (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Avenger's Edge	40	26	Chain Bonus Lv. 2	Strength + Magic	Begrimed Claw (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Shellbreaker	54	35	Chain Bonus Lv. 3	Low HP: Power Surge	Mutant Extract (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Fragarach	76	54	Chain Bonus Lv. 4	Siphon Damage	Spined Horn (x3), Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Grasitha	120	72	Chain Bonus Lv. 5	Vampiric Strike	-	-	25,000	Ochu (common drop: 10%)
Rune Tooth	15	12	ATB Rate: +25%	Buff Duration	Moistened Scale (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Sargatanas	32	23	ATB Rate: +30%	Damage Wall	Tear of Woe (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Nomad's Machete	40	26	ATB Rate: +35%	Improved Raise	Segmented Carapace (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Orochi	60	40	ATB Rate: +40%	Buff Duration	Starblossom Seed, Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Romulus & Remus	80	64	ATB Rate: +50%	Buff: Duration			25,000	Immortal (rare drop: 5%)
Guardian's Edge	40	40	Critical: Shield II	High HP: Power Surge	-	-	1,000	Treasure sphere in Archylte Steppe (??? AF
Blessed Blade	1	1	Magic: +35%	Siphon Damage		, a, a	2,000	Treasure sphere in Yaschas Massif (100 AF)
Sacred Cross	50	50	Ally K0: Power Surge II	Improved Cure	-	-	3,000	Treasure sphere in A Dying World (700 Al
The Tower	1	1	Power Link	Low HP: Power Surge		•	5,000	Chocobo race reward, Proudclad Classic
Mac an Luin	160	115	ATB Gauge: +1	High HP: Power Surge	Vajradanda (x1), Trapezohedron (x2), Phoenix Blood (x1)	80,000	40,000	Chocolina, post-story
In Paradisum	200	140		Improved Stagger	Grasitha (x1), Romulus & Remus (x1), Adamantite (x2)	150,000	75,000	Chocolina, post-story
Odinblade	40*	40*	Fragment Energy	Debuff: Duration	Chaos Crystal Fragment: see page 117.	-	0	Academia (4XX AF) after you purchase the Chaos Crystal from Serendipity: see page 149.

* Odinblade's attributes scale with the number of Fragments you collect. The basic Strength and Magic attributes are 40. A bonus corresponding to the percentage of Fragments you have collected is then added (30 extra points if you have collected 30% of the 160 possible Fragments). You get an additional bonus of 80 by acquiring all 160 Fragments: this brings the weapon's attributes (Strength and Magic) to 40 + 100 (100% of the Fragments) + 80 = 220, making Odinblade Noel's most powerful weapon at that point.

#### Weapon Analysis:

- Volatile Spark is an early weapon with a synthesized ability that can be put to good use. Buff: Duration is critical
  for extending the short duration of offensive status enhancements such as Bravery and Faith.
- As with Serah, Noel's Chain Bonus Lv. 1 weapon, Survivor's Edge, grants access to the Vampiric Strike synthesized ability. The Strength-boosting accessories required to activate it are naturally complementary to Noel's natural stats.
- Aim to defeat Ochu and Immortal as soon as possible to obtain Grasitha and Romulus & Remus, which are probably two of Noel's most useful post-story weapons. In addition to the amazing passive abilities these weapons provide, they also offer the Vampiric Strike and Buff: Duration synthesized abilities respectively. For post-story challenges, when you will likely have increased accessory capacity to enhance the effects of synthesized abilities, these benefits tend to become even greater.
- Mac an Luin has great stat boosts, provides an extra ATB segment, and, combined with four Delicate Iron Bangles, will allow Noel to inflict 25% more damage at high HP. Noel's naturally high health, combined with the additional +32% that the four accessories provide, makes this an excellent late post-story setup for augmenting his innate raw power and resilience.
- For those looking to use a Magic-based Noel, consider equipping either the Blessed Blade or The Tower with Magic-boosting accessories.

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## ACCESSORIES

ACCESSORY LIST

Delicate Losseph	NAME	ABILITY	SYNTHESIS GROUP	CAPACITY	REQUIRED	PRICE	PRICE	AVAILABILITY Treasure sphere, New Bodhum (003 AF); Chocolina, B
Durable Free Bangle					- Iron Rangio (vt) - Ciolth			Ruins (005 AF); Pulsework Soldier (rare drop: 5%)
Silver Bangels	Delicate Iron Bang	ile HP: +8%	High HP: Power Surge	25	Tear (x2)	450	225	Chocolina, Yaschas Massif (010 AF)
Second   February	Durable Iron Bang	le HP: +12%	High HP: Power Surge	35		150	75	
Description Silver   Bangle   Ph - 15%   High PP. Aver Surge   40   Short Bangle HJ. Cash   Tato (2)   Total Silver   Bangle   Ph - 15%   High PP. Aver Output   55   Short Bangle HJ. Short Ba	Silver Bangle	HP: +16%	High HP: Power Surge	45	Molted Tail (x1)	500	250	(Special), Yaschas Massif (010 AF); Chocobo race rev
Durable Store   Mir. 1896	600	HP: +13%	High HP: Power Surge	40		750	375	
Decide Bangle	Durable Silver	HP: +19%	High HP: Power Surge	50	Silver Bangle (x1),	250	125	Chocolina, Academia (400 AF)
Durable Gold Bangle   MP = 20%   High MP : Power Strage   Six   Gold Chercine (A.), hear of Wee 64.7)   Durable Gold Bangle   MP = 30%   High MP : Power Strage   65   Gold Chargle (A.), hear of Wee 64.7)   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000   1,000	The state of the s	HP: +25%	High HP: Power Surge	60		-	2,100	Treasure sphere, Academia (500 AF); Deathgaze (rare Unweakened Atlas (rare drop; 5%); Geiseric (rare drop
Durable Gold Bengle   HP + 20%   High HP Fewer Surge   65   Gold Bengle (1)   Alyseas Scale (2)   2,100   1,050   Cincellina, Academia (500 AF) Cincellina, Yaciba (100		HP: +23%	High HP: Power Surge	55		6,300	3,150	
Power Wristand   Strangth: +10%   Vampire Strike   20   Power Wristand [c]   1,500   790   Chocoline, Certe (20) AF   Characteristic (20) AF   C	Employed Hamman Strangers and	Ile HP: +30%	High HP: Power Surge	65	Gold Bangle (x1),	2,100	1,050	Chocolina, Academia (500 AF)
Delicate Power   Strength: 48%   Vampric Strike   25   Power Wristband Ict),   500   750   Chacoline, Oetha (200 AF)	Power Wristband	Strength: +10%	Vampiric Strike	30		1,000	500	Treasure sphere, Oerba (200 AF); Chocolina, Yaschas (010 AF); Gogmagog (rare drop: 5%); Gorgonopsid (ra
Durable Power   Virtishand   Strength + 12%   Vampiric Strake   35   Power Wishand   Strength + 12%   Vampiric Strake   35   Power Wishand   Strength + 12%   Vampiric Strake   45   Spread for (Virtishand Clave / C2)   Cancolina, Operita (200 AF)   Cancolina, Operita (200 AF		Strongth: ±8%	Vamnirio Strike	25		1 500	750	
	Language Commission Co				a bana ana ang ang ang ang ang ang ang ang			
Delicate Bravelor's Wristband   Delicate Bravelor's Wristband   Strength: +14%   Vampiric Strike   40   Strength: 40%   Stre								Treasure sphere, Academia (500 AF); Chocolina (Spe
Durable Braviler's   Strength: +20%   Vampiric Strike   50   Breviler's Wistband   Cit1, Sinister Fang (x2)   2,000   1,000   Chocolina, Academia (500 AF)	Delicate Brawler's				Brawler's Wristband			
Wristband   Strength: 420%   Varighter Stree   Surf.   Street					epiterikosineranideakinintinistisia			
Raiser Knuckles   Chain Bonus Lu.   -   75   -   6,000   Chaes the Sparter, Aedemina (400 AF), Proto-General (400 AF), Encoding (AF), Encoding		Strength: +20%	vampinc strike	υU		2,000	1,000	
Magician's Mark   Magic: +19%   Buff Duration   25   Magician's Mark   Magic: +12%   Magic: +12%   Buff Duration   35   Magician's Mark   Magic: +12%   Magic: +12%   Buff Duration   45   Starblossom Seed (x1)   4,000   2,000   Treasure sphere, Academia (500 AF)   Chocolina, Gerba (200 AF)	Kaiser Knuckles	Chain Bonus Lv. 1,		75		7	6,000	
Delicate Magician's Mark   Magic: 48%   Buff Duration   25   Magician's Mark (x1),   1,500   750   Chocolina, Oerba (200 AF)		Chain Bonus Lv. 1,	-	100		18,000	9,000	Chocolina (Special), Episode 6, Yaschas Massif (01X
Durable Magic: +12%   Buff Duration   25   Cic+'n Tear (x2)   1,500   750   Chocolina, Oerha (200 AF)	Magician's Mark	Magic: +10%	Buff Duration	30		1,000	500	Treasure sphere, Oerba (200 AF); Chocolina, Yaschas (010 AF); Paradox Alpha (rare drop: 5%)
Shaman's Mark   Magic: +16%   Bulf Duration   45   Starblossom Seed (x1)   4,000   2,000   Episcode 6, Yaschas Massif (01X AF)		's Magic: +8%	Buff Duration	25		1,500	750	Chocolina, Oerba (200 AF)
Delicate Shaman's   Magic: +10%   Buff Duration   40   Shaman's Mark (x1),   Fractal Pot (x2)   2,000   1,000   Chocolina, Academia (500 AF)		s Magic: +12%	Buff Duration	35		500	250	Chocolina, Oerba (200 AF)
Mark Durable Shaman's Magic: +20% Buff Duration  50 Shaman's Mark(x1), Fractal Pot (x2)  50 Shaman's Mark(x1), Fractal Pot (x2	Shaman's Mark	Magic: +16%	Buff Duration	45	Starblossom Seed (x1)	4,000	2,000	Treasure sphere, Academia (500 AF); Chocolina (Spe Episode 6, Yaschas Massif (01X AF)
Mark Magic: +40. Magic: +60. Chain Bonus Lv. 1. ATB Rate: +10%    Durable Magistral Crest   Magic: +60. Chain Bonus Lv. 1. ATB Rate: +15%   -		Magic: +14%	Buff Duration	40		6,000	3,000	Chocolina, Academia (500 AF)
Shattered Bone (x2)	Durable Shaman's	Magic: +20%	Buff Duration	50	Shaman's Mark (x1),	2,000	1,000	Chocolina, Academia (500 AF)
Durable Magistral CrestMagic: +60, Chain Bonus Lv. 1, ATB Rate: +15%-100Magistral Crest (x1), Fractal Pot (x5)18,0009,000Chocolina (Special), Episode 6, Yaschas Massif (01) Fractal Pot (x5)Black BeltResist Physical: +15%Siphon Damage40-500250Treasure sphere, Bresha Ruins (005 AF)Chocolina, Ruins (005 AF)Delicate Black BeltResist Physical: +11%Siphon Damage30Black Belt (x1), Cie'th Tear (x2)750375Chocolina, Yaschas Massif (010 AF)Durable Black BeltResist Physical: +19%Siphon Damage45Black Belt (x1), Shattered Bone (x2)250125Chocolina, Yaschas Massif (010 AF)General's BeltResist Physical: +26%Siphon Damage60Thickened Hide (x2), Radial Bearing (x2)1,800900Chocolina (Special), Episode 5, Bresha Ruins (005 AF)Durable General's BeltResist Physical: +21%Siphon Damage55General's Belt (x1), Tear of Woe (x2)2,7001,350Chocolina, Academia (4XX AF)ButPurable General's BeltResist Magic: +36%Siphon Damage70General's Belt (x1), Spined Hom (x2)900450Chocolina, Academia (4XX AF)Rune BraceletResist Magic: +15%Buff: Duration40-500250Treasure sphere & Chocolina, Bresha Ruins (005 AF)		Bonus Lv. 1, ATB		75		·	6,000	Treasure sphere, Augusta Tower (200 AF); Apkallu (radrop: 5%)
Shattered Bone (x2)	Durable Magistral Crest	Magic: +60, Chain Bonus Lv. 1, ATB	-	100		18,000	9,000	Chocolina (Special), Episode 6, Yaschas Massif (01X
Shattered Bone (x2)	Black Belt	Resist Physical:	Siphon Damage	40	A Harris	500	250	Treasure sphere, Bresha Ruins (005 AF); Chocolina, E Ruins (005 AF)
Shattered Bone (x2)	Delicate Black Be	Resist Physical:	Siphon Damage	30		750	375	
General's Belt Resist Physical: +26% Siphon Damage 60 Durable Black Belt (x1), Thickened Hide (x2), Radial Bearing (x2) 1,800 900 Chocolina (Special), Episode 5, Bresha Ruins (005 A Belt (x1), Thickened Hide (x2), Radial Bearing (x2) 1,800 900 Chocolina (Special), Episode 5, Bresha Ruins (005 A Belt (x1), Tear of Wore (x2) 1,350 Chocolina, Academia (4XX AF) 1,46% Belt Siphon Damage 70 General's Belt (x1), Spined Horn (x2) 900 450 Chocolina, Academia (4XX AF) 1,56% Rune Bracelet Resist Magic: +15% Buff: Duration 40 - 500 250 Treasure sphere & Chocolina, Bresha Ruins (005 AF)	Durable Black Bel	Resist Physical:	Siphon Damage	45	Black Belt (x1),	250	125	Chocolina, Yaschas Massif (010 AF)
Delicate General's Belt	General's Belt	Resist Physical:	Siphon Damage	60	Durable Black Belt (x1), Thickened Hide (x2),	1,800	900	Chocolina (Special), Episode 5, Bresha Ruins (005 AF
Durable General's Resist Physical: +36% Siphon Damage 70 General's Belt (x1), Spined Horn (x2) 900 450 Chocolina, Academia (4XX AF)  Rune Bracelet Resist Magic: +15% Buff: Duration 40 - 500 250 Treasure sphere & Chocolina, Bresha Ruins (005 AF)	Contraction of the Contract of		Siphon Damage	55	General's Belt (x1), Tear	2,700	1,350	Chocolina, Academia (4XX AF)
Rune Bracelet Resist Magic: +15% Buff: Duration 40 - 500 250 Treasure sphere & Chocolina, Bresha Ruins (005 AF)			Siphon Damage	70		900	450	Chocolina, Academia (4XX AF)
		Resist Magic:	Buff: Duration	40		500	250	Treasure sphere & Chocolina, Bresha Ruins (005 AF)
Durable Rune Bracelet         Resist Magic: +19%         Buff: Duration         45         Rune Bracelet (x1), Moistened Scale (x2)         250         125         Chocolina, Yaschas Massif (010 AF)           Witch's Bracelet +26%         Resist Magic: +26%         Buff: Duration         60         Durable Rune Bracelet (x1), Thickened Hide (x2), Pot Shard (x2)         1,800         900         Chocolina (Special), Episode 5, Bresha Ruins (005 AI Chocobo race reward (Nautilus Derby)           Delicate Witch's Bracelet +21%         Resist Magic: +21%         Buff: Duration         55         Witch's Bracelet (x1), -70         2,700         1,350         Chocolina, Academia (4XX AF)           Durable Witch's Bracelet +36%         Buff: Duration         70         Witch's Bracelet (x1), -70         900         450         Chocolina, Academia (4XX AF)	Delicate Rune Bracelet	Resist Magic:	Buff: Duration	30		750	375	Chocolina, Yaschas Massif (010 AF)
Witch's Bracelet   Resist Magic: +26%   Buff: Duration   60   Durable Rune Bracelet (x1), Thickened Hide (x2), Pot Shard (x2)   2,700   1,350   Chocolina (Special), Episode 5, Bresha Ruins (005 A Chocobo race reward (Nautilus Derby)    Delicate Witch's   Bracelet   4,21%   Buff: Duration   55   Witch's Bracelet (x1), Tar of Woe (x2)   2,700   1,350   Chocolina, Academia (4XX AF)    Durable Witch's   Bracelet   4,21%   Buff: Duration   70   Witch's Bracelet (x1), Starblossom Seed (x2)   900   450   Chocolina, Academia (4XX AF)	Durable Rune Bracelet	Resist Magic:	Buff: Duration	45	Rune Bracelet (x1),	250	125	Chocolina, Yaschas Massif (010 AF)
Delicate Witch's Resist Magic: +21% Buff: Duration 55 Witch's Bracelet (x1), Tear of Woe (x2) 2,700 1,350 Chocolina, Academia (4XX AF)  Durable Witch's Resist Magic: +36% Buff: Duration 70 Witch's Bracelet (x1), Starblossom Seed (x2) 900 450 Chocolina, Academia (4XX AF)	Witch's Bracelet	Resist Magic:	Buff: Duration	60	Durable Rune Bracelet (x1), Thickened Hide	1,800	900	Chocolina (Special), Episode 5, Bresha Ruins (005 AF Chocobo race reward (Nautilus Derby)
Durable Witch's Resist Magic: Buff: Duration 70 Witch's Bracelet (x1), Starblossom Seed (x2) 900 450 Chocolina, Academia (4XX AF)	Delicate Witch's Bracelet		Buff: Duration	55	Witch's Bracelet (x1),	2,700	1,350	Chocolina, Academia (4XX AF)
	Durable Witch's Bracelet	Resist Magic:	Buff: Duration	70	Witch's Bracelet (x1),	900	450	Chocolina, Academia (4XX AF)

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ACCES	SORY	LIST	(CO)	VIIIVI	(H-D)

NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Royal Armlet	Resist Damage: +15%, Strength & Magic: -10%	Improved Raise	65		5,000	2,500	Treasure sphere, Academia (500 AF); Raspatil (rare drop: 5%, Major Moblin (rare drop: 5%)
Delicate Royal Armlet	Resist Damage: +10%, Strength & Magic: -7%	Improved Raise	50	Royal Armlet (x1), Tear of Woe (x2)	2,500	1,250	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Durable Royal Armlet	Resist Damage: +20%, Strength & Magic: -13%	Improved Raise	75	Royal Armlet (x1), Abyssal Scale (x4)	7,500	3,750	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Ember Ring	Resist Fire: +33%	Ice Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Ember Ring	Resist Fire: +29%	Ice Damage	50	Ember Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Archylte Steppe (??? AF)
Durable Ember Ring	Resist Fire: +39%	Ice Damage	60	Ember Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Archylte Steppe (??? AF)
Blaze Ring	Resist Fire: +45%	Ice Damage	70	Durable Ember Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Blaze Ring	Resist Fire: +40%	Ice Damage	65	Blaze Ring (x1), Tear of Woe (x2)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Blaze Ring	Resist Fire: +53%	Ice Damage	75	Blaze Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Frost Ring	Resist Ice: +33%	Fire Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Frost Ring	Resist Ice: +29%	Fire Damage	50	Frost Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Archylte Steppe (??? AF)
Durable Frost Ring	Resist Ice: +39%	Fire Damage	60	Frost Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Archylte Steppe (??? AF)
Icicle Ring	Resist Ice: +45%	Fire Damage	70	Durable Frost Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Icicle Ring	Resist Ice: +40%	Fire Damage	65	Icicle Ring (x1), Tear of Woe (x1)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Icicle Ring	Resist Ice: +53%	Fire Damage	75	Icicle Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Spark Ring	Resist Lightning: +33%	Wind Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Spark Ring	Resist Lightning: +29%	Wind Damage	50	Spark Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Augusta Tower (200 AF)
Durable Spark Ring	Resist Lightning: +39%	Wind Damage	60	Spark Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Augusta Tower (200 AF)
Fulmen Ring	Resist Lightning: +45%	Wind Damage	70	Durable Spark Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Fulmen Ring	Resist Lightning: +40%	Wind Damage	65	Fulmen Ring (x1), Tear of Woe (x1)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Fulmen Ring	Resist Lightning: +53%	Wind Damage	75	Fulmen Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Zephyr Ring	Resist Wind: +33%	Lightning Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Zephyr Ring	Resist Wind: +29%	Lightning Damage	50	Zephyr Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Augusta Tower (200 AF)
Durable Zephyr Ring	Resist Wind: +39%	Lightning Damage	60	Zephyr Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Augusta Tower (200 AF)
Gale Ring	Resist Wind: +45%	Lightning Damage	70	Durable Zephyr Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Gale Ring	Resist Wind: +40%	Lightning Damage	65	Gale Ring (x1), Tear of Woe (x2)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Gale Ring	Resist Wind: +53%	Lightning Damage	75	Gale Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Metal Armband	Resist Deprotect: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, Yaschas Massif (010 AF)
Delicate Metal Armband	Resist Deprotect: +33%	Debuff: Duration	35	Metal Armband (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Metal Armband	Resist Deprotect: +100%	Debuff: Duration	75	Metal Armband (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Serenity Sachet	Resist Deshell: +66%	Debuff: Duration	55		650	325	Treasure sphere & Chocolina, Yaschas Massif (010 AF)
Delicate Serenity Sachet	Resist Deshell: +33%	Debuff: Duration	35	Serenity Sachet (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Serenity Sachet	Resist Deshell: +100%	Debuff: Duration	75	Serenity Sachet (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Star Pendant	Resist Poison: +66%	Debuff: Duration	55	-	-	325	Treasure sphere, Bresha Ruins (005 AF); Svarog (rare drop: 3%)
Delicate Star Pendant	Resist Poison: +33%	Debuff: Duration	35	Star Pendant (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Star Pendant	Resist Poison: +100%	Debuff: Duration	75	Star Pendant (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
	Resist Imperil:	Debuff: Duration	55		650	325	Treasure sphere, Yaschas Massif (010 AF); Chocolina, Bresha

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NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Delicate Pearl Necklace	Resist Imperil: +33%	Debuff: Duration	35	Pearl Necklace (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
urable Pearl lecklace	Resist Imperil: +100%	Debuff: Duration	75	Pearl Necklace (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
/arding Talisman	Resist Curse: +66%	Debuff: Duration	55	-	650	325	Treasure sphere, Yaschas Massif (010 AF); Chocolina, Brest Ruins (005 AF)
elicate Warding alisman	Resist Curse: +33%	Debuff: Duration	35	Warding Talisman (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
urable Warding alisman	Resist Curse: +100%	Debuff: Duration	75	Warding Talisman (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF); Chocobo rac reward (Gungnir Special)
ain Dampener	Resist Pain: +66%	Debuff: Duration	55		650	325	Treasure sphere & Chocolina, A Dying World (700 AF); Chocobo race reward (Partisan Stakes)
elicate Pain ampener	Resist Pain: +33%	Debuff: Duration	35	Pain Dampener (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
urable Pain	Resist Pain: +100%	Debuff: Duration	75	Pain Dampener (x1),	1,300	650	Chocolina (Special), Episode 6, Archylte Steppe (??? AF)
ampener /hite Cape	Resist Fog: +66%	Debuff: Duration	55	Millerite (x1)	650	325	Treasure sphere & Chocolina, A Dying World (700 AF)
elicate White Cape		Debuff: Duration	35	White Cape (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
urable White Cape	Resist Fog: +100%	Debuff: Duration	75	White Cape (x1), Millerite (x1)	1,300	650	Chocolina (Special), Episode 6, Archylte Steppe (??? AF)
bsidian Choker	Resist Daze: +66%	Debuff: Duration	55	\	650	325	Treasure sphere & Chocolina, A Dying World (700 AF)
elicate Obsidian noker	Resist Daze: +33%	Debuff: Duration	35	Obsidian Choker (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
urable Obsidian hoker	Resist Daze: +100%	Debuff: Duration	75	Obsidian Choker (x1), Millerite (x1)	1,300	650	Chocolina (Special), Episoda 6, Archylte Steppa (??? AF)
uardian Amulet	Critical: Protect	Improved Cure	30	Iron Shell (x1), Transparent Ooze (x1)	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF)
elicate Guardian nulet	Critical: Weak Protect	Improved Cure	25	Guardian Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
urable Guardian mulet	Critical: Protect, Auto-Protect	Improved Cure	65	Guardian Amulet (x1), Cobaltite (x3)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
uric Amulet	Critical: Shell	Improved Cure	30	Iron Shell (x1),	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF)
elicate Auric	Critical: Weak	Improved Cure	25	Transparent Ooze (x2) Auric Amulet (x1), Tear	1,100	550	Chocobo race reward (Ahriman Cup)  Chocolina (Special), Academia (400 AF)
nulet urable Auric	Shell Critical: Shell,	Improved Cure	65	of Remorse (x1) Auric Amulet (x1),	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
nulet 'atchman's Amulet	Auto-Shell Critical: Veil		30	Cobaltite (x3) Iron Shell (x1),	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF)
alciillari s Amulet elicate		Improved Cure		Transparent Ooze (x2) Watchman's Amulet (x1),			
atchman's Amulet urable	Critical: Weak Veil Critical: Veil,	Improved Cure	25	Tear of Remorse (x1) Watchman's Amulet	1,100	550	Chocolina (Special), Academia (400 AF)
atchman's Amulet	Auto-Veil	Improved Cure	65	(x1), Cobaltite (x3) Iron Shell (x1), Analog	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF) Treasure sphere, Vile Peaks (010 AF); Chocolina (Special),
ero's Amulet	Critical: Bravery	Low HP: Power Surge	30	Circuit (x2)	2,200	1,100	Academia (400 AF)
elicate Hero's nulet	Critical: Weak Bravery	Low HP: Power Surge	25	Hero's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
ırable Hero's nulet	Critical: Bravery, Auto-Bravery	Low HP: Power Surge	65	Hero's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
nint's Amulet	Critical: Faith	Low HP: Power Surge	30	Iron Shell (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere, Vile Peaks (010 AF); Chocolina (Special), Academia (400 AF)
elicate Saint's nulet	Critical: Weak Faith	Low HP: Power Surge	25	Saint's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
urable Saint's mulet	Critical: Faith, Auto-Faith	Low HP: Power Surge	65	Saint's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
ealot's Amulet	Critical: Vigilance	Low HP: Power Surge	30	Iron Shell (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere, Vile Peaks (010 AF); Chocolina (Special), Academia (400 AF); Chocobo race reward (Sanctum Special)
elicate Zealot's mulet	Critical: Weak Vigilance	Low HP: Power Surge	25	Zealot's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
urable Zealot's mulet	Critical: Vigilance, Auto-Vigilance	Low HP: Power Surge	65	Zealot's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
ermes Sandals	Critical: Haste	Low HP: Power Surge	30	-	20,000	10,000	Don Tonberry (rare drop: 3%); Metallicactuar (rare drop: 56 Metalligantuar (rare drop: 5%)
elicate Hermes andals	Critical: Weak Haste	Low HP: Power Surge	25	Hermes Sandals (x1), Tear of Woe (x1)	10,000	5,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
anuais urable Hermes andals	Critical: Haste, Auto-Haste	Low HP: Power Surge	75	Hermes Sandals (x1), Sunpetal (x2), Trapezohedron (x1)	40,000	20,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
ollector Catalog	Item Scavenger II, Gilfinder II		75	apozoriodidii (X1)	-	10,000	Chocobo race reward (Dahaka Stakes)
elicate Collector atalog	Item Scavenger, Gilfinder	-	50	Collector Catalog (x1), Tear of Woe (x1)	20,000	10,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
urable Collector atalog	Item Scavenger MAX, Gilfinder MAX, Item Collector		100	Collector Catalog (x1), Sunpetal (x2), Phoenix Blood (x2)	40,000	20,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)

ACCESSORY	LIST	(CONTINUED)	

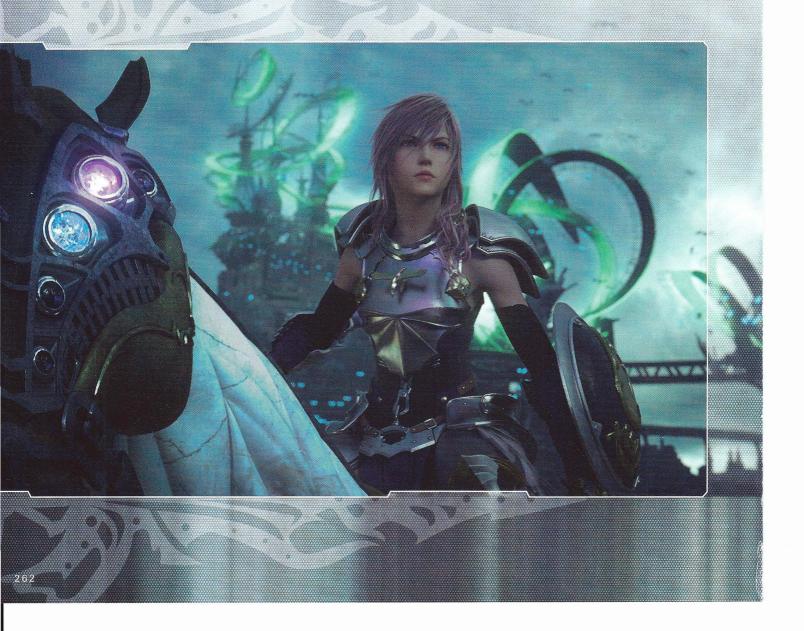
	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Entite Ring	Resist Elements: +20%, Strength & Magic: -10%		65	-	-	3,000	Treasure sphere, Vile Peaks (010 AF); Chocobo race reward (Eden Stakes); Gancanagh Ace (rare drop: 5%)
Delicate Entite Ring	Resist Elements: +13%, Strength & Magic: -7%		50	Entite Ring (x1), Tear of Woe (x1)	6,000	3,000	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Durable Entite Ring	Resist Elements: +27%, Strength & Magic: -13%	Technique de la constitución de	75	Entite Ring (x1), Thrust Bearing (x4)	6,000	3,000	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Ribbon	Resilience: +40%		100		4	10,000	Serendipity, Casino Shop; Long Gui (common drop: 10%); Navidon (rare drop: 2%)
Delicate Ribbon	Resilience: +20%		70	Ribbon (x1), Tear of Woe (x1)	10,000	5,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
Sniper's Eye	Pressure II	Strength + Magic	55	Transparent Ooze (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 A
Delicate Sniper's Eye	Pressure	Strength + Magic	30	Sniper's Eye (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Durable Sniper's Eye	Pressure MAX	Strength + Magic	75	Sniper's Eye (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
wist Headband	Immovable II	Damage Wall	55	Transparent Ooze (x1), Analog Circuit (x3)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 A
Delicate Twist Headband	Immovable	Damage Wall	30	Twist Headband (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Durable Twist Headband	Immovable MAX	Damage Wall	75	Twist Headband (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Bloodguard	Woundward II	Improved Raise	50	Transparent Ooze (x1), Analog Circuit (x3)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 AF); Chocobo race reward (Bismarck Cup)
Delicate Bloodguard	Woundward	Improved Raise	30	Bloodguard (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Ourable Bloodguard	Woundward MAX	Improved Raise	75	Bloodguard (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
lypnocrown	Feral Speed II	-	40	-	-	4,000	Treasure sphere, Oerba (200 AF); Kanna Kamuy (rare drop: 1
Delicate Typnocrown	Feral Speed		25	Hypnocrown (x1), Tear of Remorse (x2)	4,000	2,000	Chocolina (Special) , Oerba (200 AF)
Ourable Typnocrown	Feral MAX, Victory: Feral Boost	-	65	Hypnocrown (x1), Moonblossom Seed (x2)	16,000	8,000	Chocolina (Special), Archylte Steppe (??? AF)
Grimoire Hat	Kill: Libra, Improved Potions		25			5,000	Treasure sphere, Archylte Steppe (??? AF); Garuda (rare drop: 5%)
Durable Grimoire Hat	Kill: Libra, Improved Potions, Weak Spot		45	Grimoire Hat (x1), Enigmatic Fluid (x2)	20,000	10,000	Chocolina (Special), Archylte Steppe (??? AF)
Fire Aegis	Nullify Fire, ATB Rate Reduced	Ice Damage	100			5,000	Bomb (rare drop: 2%)
Delicate Fire Aegis	Random: Nullify Fire	Ice Damage	50	Fire Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF
ce Aegis	Nullify Ice, ATB Rate Reduced	Fire Damage	100			5,000	Cryohedron (rare drop: 2%)
Delicate Ice Aegis	Random: Nullify	Fire Damage	50	Ice Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF
ightning Aegis	Nullify Lightning, ATB Rate Reduced	Wind Damage	100			5,000	Circuitron (rare drop: 2%)
Delicate Lightning Aegis	Random: Nullify Lightning	Wind Damage	50	Lightning Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF
Wind Aegis	Nullify Wind, ATB Rate Reduced	Lightning Damage	100	·	•	5,000	Tempest (rare drop: 2%)
Delicate Wind Aegis	Random: Nullify Wind	Lightning Damage	50	Wind Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF
Martyr's Badge	Resist Physical: +75%, HP Halved, Perpetual Poison	Improved Stagger	100	-	_	5,000	Twilight Odin (drop: 100%); Royal Ripeness (rare drop: 2%)
Martyr's Emblem	Resist Magic: +75%, HP Halved, Perpetual Poison	Improved Stagger	100		-	5,000	Caius Ballad (drop: 100%); Zaghnal (rare drop: 2%); Illuyanka (rare drop: 5%)
Berserker's Ruby	Enhances the Commando role bonus		35		•	5,000	Malebranche (rare drop: 2%)
	Enhances the Ravager role bonus	-	35	-	-	5,000	Ispusteke (rare drop: 2%)
	Enhances the Sentinel role bonus		35		-	5,000	Fomeire (rare drop: 2%)
mpeder's Opal	Enhances the Saboteur role bonus	-	35	-	-	5,000	Vampire (rare drop: 2%)
Supporter's	Enhances the Synergist role bonus		35			5,000	Wiadislaus (rare drop: 2%)
lealer's Emerald	Enhances the		35			5,000	Varcolaci (rare drop: 2%)

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#### **Accessory Analysis:**

- A recurring theme in selecting accessories that are part of synthesis groups is whether you want to enhance the primary effect granted by these accessories, or that of the synthesized ability that increases with multiple accessories equipped (see page 240 for an overview of all synthesized abilities). For example, one Witch's Bracelet is better at protecting you from Magic than two Delicate Rune Bracelets are, but combined with a weapon that is part of the Buff: Duration synthesis group, the latter setup will grant you an extra 5% duration bonus to any buffs cast on that character.
- Of the role-enhancement accessories, the most valuable is the Impeder's Opal
  in terms of how significant its effect on your combat performance can be.
  The others are generally not worth the capacity they require. The Supporter's
  Amethyst can be useful in long fights, but applies only to the defensive buffs
  cast by the wearer.
- The Kaiser Knuckles and Magistral Crest accessories are unique in that
  they grant a combination of passive abilities typically seen on weapons. In
  general, it is not recommended to use them for the stat boosts, but rather for
  their Chain Bonus and ATB rate bonuses.
- For optimal post-story farming efficiency, it may be worthwhile to max out the
  accessory capacity for one character to equip the Durable Collector Catalog,
  which can pay back your investment many times over in a few short hours.
   Furthermore, you will no longer have to worry about using certain monsters

- with these abilities to invoke the effects provided by the accessory; in fact, there is not a single monster with the Gilfinder MAX ability.
- If you are keen to expand your portfolio of monster crystals, equip a Durable Hypnocrown: employing Feral Link abilities increases the drop rate (see page 241).
- A pair of Durable Hermes Sandals is extremely valuable for when you want that extra boost in speed from the start of a fight. Used in conjunction with weapons like Indrajit and Romulus & Remus, you will be amazed at how quickly your ATB gauge refills; your initial onslaught will be virtually relentless. For those looking to achieve the highest battle scores possible against Final Fantasy XIII-2's most difficult enemies, this accessory is a vital investment.
- Having a Grimoire Hat equipped for all battles will speed up the process
  of revealing the strengths and weaknesses of all the enemies that you
  encounter (though the effect doesn't stack if you equip more than one). As a
  fringe benefit, its boost to the efficacy of Potions might be of interest to those
  attempting a low-level main story playthrough.
- As a general rule, equipment effects in the form of percentage modifiers will stack (with one notable exception: "ATB Rate"), while others cannot be cumulated (e.g. two Delicate Hypnocrowns do not grant Feral Speed II, only Feral Speed).



## KEY ITEMS

#### MAP LIST

## MAPS

	AVAILABILITY
Map of New Bodhum	Treasure sphere, New Bodhum (003 AF)
Map of the Bresha Ruins	Given by Alyssa in Bresha Ruins (005 AF)
Map of the Yaschas Massif	Given by the NPC at the entrance in Yaschas Massif (010 AF)
Map of Oerba	Treasure sphere in Oerba (200 AF)
Map of Sunleth Waterscape	Given by Snow in Sunleth Waterscape (300 AF)
Map of the Steppe	Given by Tipur on the Archylte Steppe (??? AF)
Map of the Coliseum	Treasure sphere, Coliseum
Map of Serendipity	Given by the NPC at the entrance in Serendipity
Map of Academia	Check the terminal just inside the Alley in Academia (400 AF)
Map of Augusta Tower	Received automatically in Augusta Tower (200 AF)
Map of the Vile Peaks	Received automatically when you accept the Honor of Blitz Squad side quest in Vile Peaks (200 AF)
Map of a Dying World	Treasure sphere, A Dying World (700 AF)
Map of New Bodhum (700 AF)	Treasure sphere, New Bodhum (700 AF)
Map of Academia (500 AF)	Treasure sphere, Academia (500 AF)
Map of the Void Beyond	Treasure sphere. The Void Beyond

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## ARTEFACTS

#### ARTEFACT LIST

NAME	LOCATION	PAGE
Giant's Artefact	New Bodhum (003 AF)	84
Eclipse Artefact	Bresha Ruins (005 AF)	86
Reunion Artefact	Bresha Ruins (005 AF)	86
Hollow Artefact	Yaschas Massif (010 AF)	90
Artefact of Origins	Oerba (200 AF)	93
Thundering Artefact	Sunleth Waterscape (300 AF)	102
Combat Artefact	Sunleth Waterscape (300 AF)	102
Restoration Artefact	Yaschas Massif (01X AF)	-
Illusionary Artefact	Sunleth Waterscape (300 AF)	
Tower Artefact	Academia (400 AF)	134
Artefact of Rebirth	Augusta Tower (200 AF)	144
Artefact of the Ark	New Bodhum (700 AF)	182
Vagabond Artefact	Academia (4XX AF)	148
Mysterious Artefact	Yaschas Massif (01X AF) or Sunleth Waterscape (300 AF)	96

#### WILD ARTEFACTS

		NOTES	PAGE
1	Bresha Ruins (005 AF)	Use the Moogle Hunt ability right after the tutorial.	86
2	Bresha Ruins (300 AF)	Find the phased out NPC near the graveyard and complete his quest.	126
3	Oerba (200 AF)	Use a Moogle Throw on the side of the house near the big tree.	93
4	Sunleth Waterscape (300 AF)	Use a Moogle Throw during the ride along the Animal Trail.	103
5	Archylte Steppe (??? AF)	Use a Moogle Throw on the western cliff to collect it from a lower platform.	110
6	Augusta Tower (200 AF)	Found on the 50 th Floor.	144
7	Academia (4XX AF)	Found in an alley in the southeast of the map.	148
8	Yaschas Massif (100 AF)	Complete the Rubies of Grief quests, then solve the Temporal Rift.	138
9	A Dying World (700 AF)	Once you complete this location, return and examine the Farseers' Relic.	178
10	Serendipity (??? AF)	Purchase for 10,000 coins (7,500 with the Bargain Hunter Fragment Skill).	117

### GATE SEALS

#### GATE SEAL LIST

	AVAILABILITY	PAGE	GATE CLOSED
'Leaving' Gate Seal	Bresha Ruins (005 AF)	86	New Bodhum (003 AF)
'Scars' Gate Seal	Yaschas Massif (010 AF)	90	Bresha Ruins (005 AF)
'Visions' Gate Seal	Oerba (200 AF)	93	Yaschas Massif (010 AF)
'The Fall' Gate Seal	Serendipity	117	Yaschas Massif (01X AF)
'Encounters' Gate Seal	Yaschas Massif (01X AF)	96	Oerba (200 AF)
'Farewells' Gate Seal	Academia (400 AF)	134	Sunleth Waterscape (300 AF)
'The Calm' Gate Seal	The Void Beyond	174	Archylte Steppe (??? AF)
'Prediction' Gate Seal	The Void Beyond	174	Coliseum
'Flight' Gate Seal	Oerba (300 AF)	168	Academia (400 AF)
'Promises' Gate Seal	A Dying World (700 AF)	178	Academia (4XX AF)
'Facts' Gate Seal	Academia (4XX AF)	148	Augusta Tower (200 AF)
'Silence' Gate Seal	Augusta Tower (200 AF)	144	Augusta Tower (300 AF)
'Determination' Gate Seal	Academia (500 AF)	188	A Dying World (700 AF)
'Sisters' Gate Seal	Academia (500 AF)	188	New Bodhum (700 AF)
'Disaster' Gate Seal	Bresha Ruins (100 AF)	184	Bresha Ruins (100 AF)
'Labyrinth' Gate Seal	Bresha Ruins (300 AF)	126	Bresha Ruins (300 AF)
'Reminiscence' Gate Seal	Yaschas Massif (100 AF)	138	Yaschas Massif (100 AF)
'Maleficence' Gate Seal	Yaschas Massif (110 AF)	130	Yaschas Massif (110 AF)
'How Things Were' Gate Seal	Oerba (300 AF)	168	Oerba (300 AF)
'Hometown' Gate Seal	Oerba (400 AF)	170	Oerba (400 AF)
'Thunderstruck' Gate Seal	Sunleth Waterscape (400 AF)	142	Sunleth Waterscape (400 AF)
'Afterimage' Gate Seal	Vile Peaks (200 AF)	162	Vile Peaks (010 AF)
'Return' Gate Seal	Vile Peaks (200 AF)	162	Vile Peaks (200 AF)
'Eternity' Gate Seal	Bresha Ruins (100 AF)	184	Serendipity
'Final Battle' Gate Seal	Academia (500 AF)	188	Academia (500 AF)
'Hope' Gate Seal	After completing the main storyline	191	Valhalla

## KEY ITEMS

#### KEY ITEM LIST

NAME	AVAILABILITY	PAGE
Eternal Crystal	Received automatically if you have a save file from Final Fantasy XIII	-
Lightning's Knife	New Bodhum (003 AF)	32
Snow's Necklace	New Bodhum (003 AF)	32
Medical Kit	New Bodhum (003 AF)	84
Academy Communicator	Bresha Ruins (005 AF)	34
Capsule	Bresha Ruins (005 AF)	86
Personal Notes	Bresha Ruins (005 AF)	86
Army Comm Device	Bresha Ruins (005 AF)	86
Holding Cell Key	Bresha Ruins (005 AF)	86
Monster Analysis Report	Bresha Ruins (100 AF)	184
Weapon Material	Bresha Ruins (100 AF)	184
Old Device	Bresha Ruins (300 AF)	126
My Buddy's Message	Bresha Ruins (300 AF)	126
Recording Device	Bresha Ruins (300 AF)	126
Commander's Report	Bresha Ruins (300 AF)	126
Thorne's Information	Yaschas Massif (100 AF)	138
Silver Petal	Bresha Ruins (300 AF)	86
Toilet Paper Coupon	Bresha Ruins (100 AF)	184
Behemoth Fang	Yaschas Massif (010 AF)	90
Outdoor Watch	Yaschas Massif (110 AF)	130
Old Battery	Yaschas Massif (01X AF)	96
Tablet of Paddra	Yaschas Massif (01X AF)	96
Onyx Crystal	Yaschas Massif (01X AF)	96
Ivory Crystal	Yaschas Massif (01X AF)	96

NAME	AVAILABILITY	PAGE
Emerald Crystal	Yaschas Massif (01X AF)	96
Fruit of Fenrir	Yaschas Massif (010 AF)	90
Wedding Jewelry	Yaschas Massif (110 AF)	130
Terrorists' Mark	Yaschas Massif (110 AF)	130
Comm Device	Yaschas Massif (100 AF)	138
Picture Frame	Yaschas Massif (100 AF)	138
Bulb of Hope	Yaschas Massif (100 AF)	138
Sealed Tablet	Yaschas Massif (100 AF)	138
Service Manual	Yaschas Massif (110 AF)	130
Technician's Note	Yaschas Massif (110 AF)	130
Rough Wool	Archylte Steppe (??? AF)	48
Thick Wool	Archylte Steppe (??? AF)	48
Fluffy Wool	Archylte Steppe (??? AF)	48
Access Key 13	Augusta Tower (200 AF)	144
Access Key 50	Augusta Tower (300 AF)	53
Access Key 52	Augusta Tower (200 AF)	54
Top Floor Access Key	Augusta Tower (200 AF)	55
Paradox Agent Type A	Augusta Tower (200 AF)	144
Paradox Agent Type B	Augusta Tower (200 AF)	144
Paradox Agent Type C	Augusta Tower (200 AF)	144
Supply Sphere Access Code	New Bodhum (700 AF)	182
Just 1 gil!	Serendipity	117
Setzer's Dice	Serendipity	117
Chaos Crystal	Serendipity	117

## ITEMS

#### CONSUMABLE ITEM LIST

NAME	EFFECT	AVAILABILITY
Potion	Restores a small amount of HP to all allies.	Chocolina; many enemies
Phoenix Down	Revives one ally from KO and grants Protect and Shell.	Chocolina; many enemies
Wound Potion	Restores 100 HP for all allies, and restores maximum HP reduced through wound damage.	Chocolina
Remedy	Removes an ally's most recently inflicted status ailment.	Chocolina; Uridimmu (drop chance: 25%); Mandrake (drop chance: 20%); Narasimha (drop chance: 50%)
Librascope	Reveals detailed status information on all enemies.	Found in a handful of treasure spheres; purchased from Serendipity
Antidote	Removes Poison from one ally.	Chocolina; Dendrobium (drop chance: 15%)
Holy Water	Removes Curse from one ally.	Chocolina; Seeker (drop chance: 13%)
Wax	Removes Imperil from one ally.	Chocolina
Painkiller	Removes Pain from one ally.	Chocolina; Chonchon (drop chance: 13%)
Mallet	Removes Fog from one ally.	Chocolina
Unicorn Horn	Removes all status ailments and enhancements from all allies and enemies.	Serendipity
Phoenix Blood	Revives one ally from KO and grants Haste.	Serendipity
Elixir	Revives all allies from KO, fully restores HP, and charges the Feral Link gauge.	Serendipity

## SPECIALTY ITEMS

#### SPECIALTY ITEM LIST

	DESCRIPTION	AVAILABILITY
Gysahl Greens	Used to ride Chocobos.	Chocolina (Special), Bresha Ruins (all versions)
Casino Ticket	Can be traded for 50 casino coins in Serendipity.	Treasure spheres
Gold Casino Ticket	Can be traded for 100 casino coins in Serendipity.	Treasure spheres
Platinum Casino Ticket	Can be traded for 500 casino coins in Serendipity.	Treasure spheres
Shuffle	Enables you to shuffle a Chocobo race list.	Casino Shop and race reward (Sunleth Cup), Serendipity
Shuffle (Common)	Enables you to shuffle a Chocobo race list to favor common races.	Casino Shop and race reward (Bomb Classic), Serendipity
Shuffle (Graded)	Enables you to shuffle a Chocobo race list to favor graded and secret races.	Casino Shop and race reward (Wild Bear Derby), Serendipity
Chocoboost	Improves the performance of Chocobos during races.	Casino Shop and race reward (Vile Peaks Classic), Serendipity
Chocobull	Greatly improves the performance of Chocobos during races.	Casino Shop and race reward (Altairs Stakes), Serendipity

## COMPONENTS

#### COMPONENT LIST

	SELL PRICE	AVAILABILITY
Begrimed Claw	15	Taxim (5%)
Shattered Bone	15	Lucidon (5%); Gandayaks (5%); Gahongas (5%)
Moistened Scale	15	Oannes (20%); Ceratosaur (5%); Ceratoraptor (5%)
Abyssal Scale	75	Swampmonk (5%)
Segmented Carapace	15	Strigoi (5%)
Iron Shell	40	Thexteron (5%); Luminous Puma (5%); Zwerg Metrodroid (5%); Koboldroid Yin (5%)
Monstrous Fang	75	Greater Behemoth (5%)
Sinister Fang	110	Proto-behemoth (20%); Gancanagh Ace (15%); Reaver (5%); Gancanagh (5%)
Scaled Wing	40	Fachan (5%); Unsaganashi (5%)
Abominable Wing	75	Vespid Soldier (5%)
Molted Tail	15	Vespid (25%); Necrosis (15%); Mandrake (5%); Triffid (5%); Vouivre (5%); Frag Leech (5%)
Thickened Hide	40	Amanojaku (5%); Notsugo (5%)
Fractured Horn	15	Treasure sphere, Archylte Steppe (??? AF)
Spined Horn	40	Mánagarmr (5%)
Chocobo Plume	20	Any Chocobo (20-30%)
Chocobo Tail Feather	50	Cactuar (3%); Cactuaroni (5%); Flowering Cactuar (3%)
Enigmatic Fluid	40	Apotamkin (5%)
Transparent Ooze	75	Flanitor (5%); Flanborg (5%)
Sunpetal	1,000	Microchu (5%)
Moonblossom Seed	6,000	Tezcatlipoca (100%); Xolotl (5%); Miquiztli (5%)
Starblossom Seed	13,000	Bamapama (5%); Mimi (5%)
Succulent Fruit	5	Mog's Manifestation: Improved Moogle Throw
Malodorous Fruit	5	Mog's Manifestation: Improved Moogle Throw

NAME	SELL PRICE	AVAILABILITY
Pot Shard	100	Dendrobium (5%); Cait Sith (10%)
Fractal Pot	500	Schrodinger (5%); Mewmao (5%)
Analog Circuit	90	Orion (5%); Dragoon (5%); Fencer (5%)
Radial Bearing	160	Pulsework Knight (5%); Hoplite (5%)
Thrust Bearing	420	Testudo (5%); Cloudburst (5%); Debris (5%); Pulsework Gladiator (5%)
Cie'th Tear	15	Seeker (5%); Ghast (5%); Chonchon (5%)
Tear of Remorse	75	Ghoul (30%); Strigoi (20%); Taxim (30%); Nelapsi (20%); Cocytus (20%); Geiseric (20%)
Tear of Woe	110	Yomi (40%); Zenobia (30%); Gorgyra (100%); Nelapsi (2%); Cocytus (3%)
Superconductor	420	Yeoman (5%)
Millerite	150	Calautidon (5%); Bloodfang Bass (5%); Breshan Bass (5%); Viking (5%); Lancer (5%)
Rhodochrosite	400	Tempest (25%); Clematis (5%); Yaksha (5%); Yakshini (5%)
Cobaltite	800	Illuyankas (15%); Circuitron (15%); Grenade (5%)
Scarletite	17,000	Don Tonberry (20%); Raspatil (30%); Pacos Amethyst (30%); Pacos Luvulite (30%)
Adamantite	10,000	Race reward (Ushumgal Derby); Long Gui (5%)
Dark Matter	5,000	Race reward (Havoc Stakes)
Trapezohedron	80,000	Yomi (5%)
Gold Nugget	7,500	Proto fal'Cie Adam (50%); Right Manipulator (50%); Left Manipulator (50%)
Platinum Ingot	50,000	Pacos Amethyst (1%); Pacos Luvulite (1%)
Chronomist	1	Narasimha (2%); Sahagin Prince (2%); Flangonzola (2%); Necrosis (2%)
Mutant Extract	1	Garganzola (10%); Mutantomato (100%)

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# MONSTER MATERIALS

#### MONSTER MATERIAL LIST

1	Biological	Chocolina; Cait Sith (33%); Gremlin (33%); Garchimacera (33%); Svarog (40%); Uridimmu (5%)
1	Mechanical	Chocolina; Zwerg Scandroid (20%); Atlas (100%); Pulsework Knight (33%); Hoplite (40%)
2	Biological	Silver Lobo (33%); Ceratoraptor (33%); Vouivre (40%); Feral Behemoth (75%)
		Orion (30%); Dragoon (30%); Koboldroid Yin (30%); Frag Leech (30%); Pink Lily (15%)
	Access and a	Kalavinka (100%); Apotamkin (30%); Mutantomato (50%); Buccaboo (30%); Seeping Brie (5%); Ghoul (5%); Garganzola (30%)
		Fencer (30%); Flanitor (15%); Flanborg (25%); Munchkin (15%); Munchkin Maestro (25%); Pink Lily (3%)
		Mánagarmr (20%); Navidon (20%); Swampmonk (20%); Caterchipillar (5%); Pleuston (5%); Hedge Frog (15%); Mud Frog (15%)
		Yeoman (20%); Metallicactuar (20%); Metal Gigantuar (30%); Pantopoda (30%)
		Chocolina, post-story; Royal Ripeness (50%); Microchu (30%); Gigantuar (100%)
		Chocolina, post-story, Atlas (100%); Vampire (20%)
		Chocolina, Episode 3, part 2; Garuda (25%); Ahriman (5%)
		Chocolina, Episode 3  Chocolina, Episode 4; Chunerpeton (30%); Bunkerbeast (20%); Seeping Brie (20%); Flangonzola (20%); Albino Lobo (5%); Miniflat
		Flanbanero (10%); imp (5%)
		Chocolina, Episode 4; Lancer (20%); Pulsework Gladiator (20%)
		Chocolina, Episode 6; Ugallu (100%); Miquiztli (30%); Vodianoi (5%); Samovira (5%); Bunkerbeast (3%); Green Chocobo (3%)
		Chocolina, Episode 6; Zwerg Metrodroid (20%)
		Chocolina, Episode 6; Yellow Miniflan (100%); Major Moblin (30%)
		Chocolina, Episode 6; Dreadnought (20%); Munchkin Maestro (5%)
		Royal Ripeness (50%); Ispusteke (with Inertial Barrier active) (20%)
5	Mechanical	Varcolaci (20%); Proto fall'Cie Adam (50%)
1	Biological	Chocolina, Episode 3; Exoray (20%)
1	Mechanical	Chocolina, Episode 3; Viking (20%); Scutari (30%)
2	Biological	Chocolina, Episode 4; Bloodfang Bass (25%); Pitterpatter (20%); Gandayaks (33%); Barbed Specter (25%); Clione (5%); Silver Lob Crawler (5%); Flandit (10%); Oannes (5%)
2	Mechanical	Chocolina, Episode 4; Feral Behemoth (5%); Scutari (5%)
3	Biological	Chocolina, Episode 6; Tonberry (25%); Zaghnal (20%); Moblin (30%); Buccaboo (5%); Buccaboo Ace (5%); Pitterpatter (5%); Barbe (5%)
3	Mechanical	Chocolina, Episode 6; Yaksha (20%); Yakshini (20%); Shaguma (30%); Haguma (30%); Kanna Kamuy (30%)
4	Biological	Chocolina, Episode 6; Moblin (30%)
4	Mechanical	Chocolina, Episode 6; Grenade (20%); Shaguma (5%); Haguma (5%); Dreadnought (5%); Munchkin (5%)
5	Biological	Fomoire (20%); Mud Frog (2%); Moblin (3%)
5	Mechanical	Malebranche (20%); Proto fal'Cie Adam: Left Manipulator (50%)
1	Biological	Chocolina, Episode 3; Koboldroid Yang (20%); Exoray (20%); Chunerpeton (5%)
1	Mechanical	Chocolina, Episode 3
2	Biological	Chocolina, Episode 4; Breshan Bass (25%); Imp (25%); Fachan (25%); Gahongas (25%); Goblin Chieftain (5%); Chelicerata (10%); Yang (5%)
2	Mechanical	Chocolina, Episode 4; Testudo (25%); Cloudburst (30%); Debris (30%); Zwerg Scandroid (5%)
3	Biological	Chocolina, Episode 6; Xolott (30%); Sahagin Prince (20%)
3	Mechanical	Chocolina, Episode 6; Vespid Soldier (30%)
4	Biological	Chocolina, Episode 6; Gancanagh (30%); Mewmao (30%); Forked Cat (20%); Forked Cat (5%)
4	Mechanical	Chocolina, Episode 6
5	Biological	Ispusteke (20%); Hedge Frog (2%)
5	Machanical	Wladislaus (20%); Proto fal'Cie Adam: Right Manipulator (50%)
	1 2 2 3 3 4 4 5 5 1 1 1 2 2 2 3 3 4 4	3 Biological 3 Mechanical 4 Biological 4 Mechanical 5 Biological 5 Mechanical 1 Biological 1 Mechanical 2 Biological 2 Mechanical 3 Biological 3 Mechanical 4 Biological 4 Mechanical 5 Biological 5 Mechanical 6 Biological 7 Mechanical 8 Biological 9 Mechanical 1 Biological 1 Mechanical 2 Biological 2 Mechanical 3 Biological 1 Mechanical 2 Biological 3 Mechanical 4 Biological 5 Mechanical 6 Biological 7 Mechanical 8 Biological 9 Mechanical 9 Biological 1 Mechanical 1 Biological 1 Mechanical 2 Biological 3 Mechanical 4 Biological 5 Mechanical 6 Biological 7 Mechanical 8 Biological 9 Mechanical 9 Biological 1 Mechanical 1 Biological 1 Mechanical 2 Biological 3 Mechanical 4 Biological 4 Mechanical

# MONSTER CRYSTALS

#### MONSTER CRYSTAL LIST

NAI	ЛE	AVAILABILITY	PA
Ahriman		Recruit chance: 10%	27
Albino Lol		Recruit chance: 15%	27
Amanojak	u	Recruit chance: 10%	279
Apkallu		Recruit chance: 10%	28
Apotamkiı _		Recruit chance: 2%	27
Bamapam		Recruit chance: 10%	27
Barbed Sp		Recruit chance: 10%	27
Black Cho		Recruit chance: 15%	28
Bloodfang		Recruit chance: 10%	27
Blue Choc	obo	Recruit chance: 15%	28
Bomb		Recruit chance: 13%	289
Breshan B		Recruit chance: 10%	27
Buccaboo Buccaboo		Recruit chance: 10%  Recruit chance: 10%	28
			erent literatur
Bunkerbe	สริโ	Recruit chance: 30% Recruit chance:	28
Cactuar		33.33%	28
Cactuarama	active, thr in The Bla World (70) With Impr	oved Moogle Throw	12
Cactuarina	the Meteo Bodhum (0		12
Cactuaron	i	Recruit chance: 5%	28
Cait Sith		Recruit chance: 30%	28
Calautido		Recruit chance: 10%	28
Caterchip		Recruit chance: 10%	28
Ceratorap		Recruit chance: 20%	27
Ceratosau		Recruit chance: 20%	27
Chelicerat		Recruit chance: 20%	27
Chichu	active, thr area of the	oved Moogle Throw ow Mog in the grassy e Archylte Steppe where wers are blooming	12
Chocobo		Recruit chance: 100%	28
Chunerpet		Recruit chance: 10%	27
Circuitron		Recruit chance: 10%	28
Clematis		Recruit chance: 10%	28
Clione		Recruit chance: 20%	27
Cloudburs	t	Recruit chance: 10%	28
Crawler		Recruit chance: 10%	28
Cryohedro		Recruit chance: 13%	28
Deathgaze		Recruit chance: 10%	28
Debris		Recruit chance: 10%	28
Dendrobiu		Recruit chance: 10%	28
Don Tonbe	erry	Recruit chance: 10%	28
Dragoon Dragdaaw		Recruit chance: 10%	28
Dreadnought		Recruit chance: 5%	28: 28:
Exoray		Recruit chance: 10%	orabilitation
Fachan Fencer		Recruit chance: 25%  Recruit chance: 5%	271 281
rencer Feral Behe	nmoéh	Recruit chance: 5%  Recruit chance: 10%	28
Feral Bene Flanbaner		Recruit chance: 10%	28
riannaner	V	Recruit chance: 15%	28
Elaphore			28
		Rocklift change: 1110/	
Flandit	la .	Recruit chance: 10%	
Flandit Flangonzo	la	Recruit chance: 10%	28
Flanborg Flandit Flangonzo Flanitor	la		

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NAI	ME	AVAILABILITY	PAGE
Forked Ca	ıt	Recruit chance: 10%	285
Frag Leec	h	Recruit chance: 15%	287
Gahongas	1	Recruit chance: 20%	279
Gancanag	jh	Recruit chance: 10%	284
Gancanag	jh Ace	Recruit chance: 10%	284
Gandayak	(S	Recruit chance: 25%	279
Garchima	cera	Recruit chance: 30%	278
Garganzo	la	Recruit chance: 2%	282
Garuda		Recruit chance: 5%	288
Gigantuar		Recruit chance: 100%	285
Goblin		Recruit chance: 30%	283
Goblin Ch	ieftain	Recruit chance: 15%	283
Golden Cl	ıocobo	Treasure sphere, A Dying World (700 AF)	181
Gorgonop	sid	Recruit chance: 15%	277
Greater B	ehemoth	Recruit chance: 3%	283
Green Cho	ocobo	Recruit chance: 15%	286
Gremlin		Recruit chance: 30%	278
Grenade		Recruit chance: 10%	289
Haguma		Recruit chance: 5%	279
Hedge Fro	og .	Recruit chance: 10%	277
Hoplite		Recruit chance: 15%	288
Illuyanka	S	Recruit chance: 10%	281
lmp		Recruit chance: 10%	278
Kanna Ka		Recruit chance: 10%	281
Koboldroi		Recruit chance: 10%	287
Koboldroi	d Yin	Recruit chance: 25%	287
Lancer	fraguskom militar	Recruit chance: 15%	286
Leyak	active, the Miniflan v the Anima	roved Moogle Throw row Mog at the group of while riding the giant in al Trail area in Sunleth pe (300 AF)	125
Lucidon		Recruit chance: 7%	287
Luminous	Puma	Recruit chance: 20%	287
Major Mo	blin	Recruit chance: 10%	283
Mánagarı	nr	Recruit chance: 10%	277
Mandrake	•	Recruit chance: 15%	280
Meonekto	n	Recruit chance: 15%	276
Metal Gig	antuar	Recruit chance: 3%	285
Metallica	ctuar	Recruit chance: 5%	284
Mewmao		Recruit chance: 10%	285
Microchu		Recruit chance: 10%	284
Mimi		Recruit chance: 10%	278
Miniflan		Recruit chance: 33%	282
Miquiztli		Recruit chance: 3%	281
Moblin		Recruit chance: 10%	283
Mud Frog		Recruit chance: 10%	277
Munchkin		Recruit chance: 10%	283
Munchkin	photograph and the second	Recruit chance: 10%	283
Nanochu	active, the	roved Moogle Throw row Mog at a patch of e watery area of the Steppe	125
Narasimh	a	Recruit chance: 10%	283
Navidon		Recruit chance: 10%	280
Necrosis		Recruit chance: 10%	280
Ni aleta		Descript abaneau 150/	070

Nekton

Recruit chance: 15% 276

NAI	VIE	AVAILABILITY	PAGE
Notsugo		Recruit chance: 10%	279
Oannes		Recruit chance: 15%	284
Orion		Recruit chance: 10%	286
Pantopod	a	Recruit chance: 10%	276
Pink Lily		Recruit chance: 10%	288
Pitterpatter		Recruit chance: 10%	278
Pleuston		Recruit chance: 10%	276
Proto-beh	emoth	Recruit chance: 10%	288
Pulsework	Gladiator	Recruit chance: 10%	288
Pulsewor	k Knight	Recruit chance: 15%	288
Pulsewor	k Soldier	Recruit chance: 15%	288
Purple Ch	ocobo	Recruit chance: 15%	286
Rangda	throw Mog	oved Moogle Throw active, g from the pier into the ew Bodhum (003 AF)	125
Reaver		Recruit chance: 10%	283
Red Choc	obo	Recruit chance: 15%	286
Sahagin P	rince	Recruit chance: 10%	284
Samovira		Recruit chance: 10%	279
Sarraceni	а	Recruit chance: 20%	280
Schroding	jer	Recruit chance: 10%	285
Scutari		Recruit chance: 10%	289
Seeping E	Brie	Recruit chance: 10%	282
Shaguma		Recruit chance: 5%	279
Silver Chocobo	active, thro platform be representa	oved Moogle Throw ow Mog at the "projector" eneath the holographic tion of Coccon in the ab area in Academia	149
Silver Lob		Recruit chance: 20%	277
Spiceacil	ian	Recruit chance: 20%	278
Spiranthe	S	Recruit chance: 25%	280
Svarog		Recruit chance: 10%	281
Swampmo		Recruit chance: 10%	284
Tabasco T	oad	Recruit chance: 15%	278
Tempest		Recruit chance: 10%	289
Testudo		Recruit chance: 10%	289
Tezcatlipo Thermado		Recruit chance: 3%	287
		A THE OF THE OTHER PROPERTY	
Thexteron		Recruit chance: 10%  Recruit chance: 10%	287 285
Tonberry Triffid		Recruit chance: 10%	285
Twilight 0	)din	Recruit chance: 100%	293
Unsagana	shi	Recruit chance: 25%	278
Uridimmu		Recruit chance: 15%	277
Vespid		Recruit chance; 15%	287
Vespid So	ldier	Recruit chance: 15%	287
Viking		Recruit chance: 15%	286
Vodianoi		Recruit chance: 10%	279
voulanoi		Recruit chance: 5%	A STANDARD COMMISSION
Vouivre		Hourare ondingo, 676	281
Vouivre	ocobo	Recruit chance: 15%	281 285
	ocobo		(MACHELLAN
Vouivre White Cho	ocobo	Recruit chance: 15%	285
Vouivre White Cho Xolotl	ocobo	Recruit chance: 15% Recruit chance: 3%	285 281
Vouivre White Cho Xolotl Yaksha	ocobo	Recruit chance: 15% Recruit chance: 3% Recruit chance: 15%	285 281 279
Vouivre White Cho Xolotl Yaksha Yakshini	ocobo	Recruit chance: 15% Recruit chance: 3% Recruit chance: 15% Recruit chance: 15%	285 281 279 279
Vouivre White Cho Xolotl Yaksha Yakshini Yeoman		Recruit chance: 15% Recruit chance: 3% Recruit chance: 15% Recruit chance: 15% Recruit chance: 10%	285 281 279 279 286
Vouivre White Cho Xolotl Yaksha Yakshini Yeoman Zaghnal	etrodroid	Recruit chance: 15% Recruit chance: 3% Recruit chance: 15% Recruit chance: 15% Recruit chance: 10% Recruit chance: 10%	285 281 279 279 286 283

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## ADORNMENTS

#### ADORNMENT LIST

NAME	AVAILABILITY
Blue Flower	Live Trigger Reward
Pink Flower	Chocolina (Special), Oerba (200 AF)
Golden Flower	Live Trigger Reward
White Flower	Improved Moogle Throw: The Void Beyond
Purple Flower	Chocolina (Special), Oerba (200 AF)
Crimson Flower	Chocolina (Special), Oerba (200 AF)
Aqua Ribbon	Live Trigger Reward
Pink Ribbon	Improved Moogle Throw: New Bodhum (003 AF), throw Mog in the kitchen area inside the NORA house
Orange Bow Tie	Improved Moogle Throw: Augusta Tower (300 AF), 15 th Floor
Yellow-Rimmed Glasses	Quiz Reward, Academia (4XX AF), Entrance Terminal
Pink-Rimmed Glasses	Casino Shop, Serendipity
Black-Rimmed Glasses	Casino Shop, Serendipity
Gold Shades	Casino Shop, Serendipity
Violet Shades	Casino Shop, Serendipity
Vacationer's Shades	Casino Shop, Serendipity
Crown	Chocobo race Title: Super Sleuth
Coronet	Chocolina (Special), Academia (500 AF)
Orange Newsboy Cap	Treasure sphere, Bresha Ruins (005 AF)
Pink Newsboy Cap	Improved Moogle Throw: New Bodhum (003 AF), throw Mog onto the roof of Serah's room
Sky Blue Newsboy Cap	Live Trigger Reward
Red Silk Hat	Live Trigger Reward
Sky Blue Silk Hat	Quiz Reward, Academia (4XX AF), Grand Avenue Square Termina
Train Conductor Beret	Treasure sphere, Augusta Tower (200 AF)
Train Conductor Cap	Chocobo race Title: Victorious
Chef's Hat	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Onion Knight's Helm	Chocobo race reward: Undying Cup
Academic's Hat	Live Trigger Reward
Red Mage's Chapeau	Casino Shop, Serendipity
Pink Party Hat	Improved Moogle Throw: Coliseum
Party Hat	Casino Shop, Serendipity
Tranquil Headdress	Improved Moogle Throw: Yaschas Massif (100 AF), Paddra Ruins
Whimsical Headdress	Live Trigger Reward
Headdress of Courage	Chocolina (Special), Oerba (200 AF)
Blue Moogle Bobble	Chocobo race Title: Derby Champ
Blue Feather Hairpin	Improved Moogle Throw: Oerba (200 AF)
Dusk Feather Hairpin	Improved Moogle Throw: New Bodhum (003 AF), mountain path
Chocobo Feather Pin	Improved Moogle Throw: A Dying World (700 AF)
Light Bulb	Live Trigger Reward
Red Beacon	Improved Moogle Throw: Augusta Tower (300 AF),
Orange Beacon	Quiz Reward, Academia (4XX AF), Entrance Terminal
Youthful Parasol	Chocolina (Special), Oerba (200 AF)
Sentimental Parasol	Chocolina (Special), Oerba (200 AF)
Summery Parasol	Live Trigger Reward
Blue Propeller	Improved Moogle Throw: New Bodhum (003 AF), throw
Rad Propeller	Mog from the pier into the ocean  Chacolina (Special), Oerba (200 AE)
Red Propeller	Chocolina (Special), Oerba (200 AF)
fellow Propeller	Live Trianger Reward
Afro	Live Trigger Reward

NAME	AVAILABILITY	
Fragment Crystal	Cinematic Action Reward (Atlas, unweakened)	
Gold Gear	Treasure sphere, Academia (400 AF)	
Silver Gear	Cinematic Action Reward (Atlas, weakened)	
Shooting Star	Casino Shop, Serendipity	
Gold Anchor	Improved Moogle Throw: Bresha Ruins (300 AF)	
Musical Bell	Chocolina (Special), Episode 6, Academia (500 AF)	
Bandaid	Improved Moogle Throw: Archylte Steppe (??? AF), Nomad camp	
Bunny Ears	Casino Shop, Serendipity	
Ripe Apple	Chocobo race Title: Underdog	
Pumpkin Head	Live Trigger Reward	
Lucky Clover	Live Trigger Reward	
Suspicious Mushroom	Improved Moogle Throw: Yaschas Massif (01X AF)	
Toxic Mushroom	Improved Moogle Throw: Sunleth Waterscape (300 AF), while riding the beast	
Delicious Mushroom	Improved Moogle Throw: Sunleth Waterscape (300 AF)	
White Tree	Chocolina (Special), Oerba (200 AF)	
Festive Tree	Chocolina (Special), Oerba (200 AF)	
Tropical Tree	Chocobo race Title: All-Rounder	
Blue Butterfly	Live Trigger Reward	
Yellow Butterfly	Improved Moogle Throw: Yaschas Massif (010 AF)	
Orange Butterfly	Improved Moogle Throw: New Bodhum (003 AF), beachfront	
Strawberry Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)	
Rum Raisin Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)	
Mint Chip Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)	
Single Horn	Treasure sphere, Archylte Steppe (??? AF)	
Antler	Improved Moogle Throw: Oerba (200 AF), on top of the building in ruins, close to the treasure sphere with the Power Wristband	
White Bushy Mustache	Quiz Reward, Academia (4XX AF), New Town (Southwest) Terminal	
Brown Bushy Mustache	Improved Moogle Throw: Vile Peaks (010 AF), Wrack and Ruin	
Masquerade Mask	Improved Moogle Throw: Coliseum	
Queen's Mask	Casino Shop, Serendipity	
Carnival Mask	Quiz Reward, Academia (4XX AF), Grand Avenue Square Termin	
Summoner's Mask	Casino Shop, Serendipity	
Serah Mask	Treasure sphere, The Void Beyond (if you have Final Fantasy XIII save data on your console)	
Mog Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF	
Lightning Mask	Treasure sphere, Serendipity (if you have Final Fantasy XIII save data on your console)	
Retro Serah Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)	
Retro Mog Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)	
Retro Lightning Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)	
Crystal Rose	Live Trigger Reward	
Crystal Apple	Cinematic Action Reward, Proto fal'Cie Adam	
Crystal Petal	Cinematic Action Reward, Zenobia	
Crystal Heart	Cinematic Action Reward, Royal Ripeness	
Crystal Star	Live Trigger Reward	
Mog Figurine	Chocobo race reward: Omega Weapon Cup	
Carbuncle Figurine	Treasure sphere, Yaschas Massif (010 AF)	

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NAME	AVAILABILITY
Cactuar Figurine	Chocobo race reward: Nirvana Cup
Cute Cactuar Figurine	Chocobo race reward: Orphan's Cup
Mini Flan Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), red flowers near Long Gui
Tonberry Figurine	Chocobo race Title: Grade-Getter
Woolly Sheep Figurine	Treasure sphere, Archylte Steppe (??? AF)
Chocobo Figurine	Live Trigger Reward
Red Chocobo Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), on the cactuar-shaped rock
Blue Chocobo Figurine	Improved Moogle Throw: Vile Peaks (010 AF), Another Man's Treasure
Purple Chocobo Figurine	Improved Moogle Throw: A Dying World (700 AF)
White Chocobo Figurine	Chocobo race reward: Shaolong Gui Cup
Black Chocobo Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), in the lake
Gold Chocobo Figurine	Improved Moogle Throw: New Bodhum, Meteorite Impact Site
Silver Chocobo Figurine	Improved Moogle Throw: A Dying World (700 AF)
Red Chocobo Chick	Chocobo race Title: Bird on Fire
Blue Chocobo Chick	Improved Moogle Throw: Augusta Tower (300 AF), 12 th Floor
Purple Chocobo Chick	Improved Moogle Throw: A Dying World (700 AF)
White Chocobo Chick	Live Trigger Reward
Black Chocobo Chick	Improved Moogle Throw: Vile Peaks, Another Man's Treasure
Gold Chocobo Chick	Improved Moogle Throw: Archylte Steppe (??? AF), throw Mog at the cactuar-shaped rock
Silver Chocobo Chick	Improved Moogle Throw: A Dying World (700 AF)
Yellow Chick in Afro	Chocobo (rare drop: 1%)
Afro & Red Chick	Red Chocobo (rare drop: 1%)
Afro & Blue Chick	Blue Chocobo (rare drop: 1%)
Afro & Purple Chick	Purple Chocobo (rare drop: 1%)
Afro & White Chick	White Chocobo (rare drop: 1%)
Afro & Black Chick	Black Chocobo (rare drop: 1%)
Mog's Clock	Live Trigger Reward
Staff of Judgment	Improved Moogle Throw: Coliseum
Grudge Knife	Quiz Reward, Academia (4XX AF), New Town (North) Termin
Caius's Sword	Live Trigger Reward
Frying Pan	Chocobo race Title: Trooper
White Guitar	Improved Moogle Throw: A Dying World (700 AF)
Blue Guitar	Improved Moogle Throw: Academia (4XX AF), New Town
Electric Guitar	Chocobo race Title: Speedster
Long Gui's Shell	Improved Moogle Throw: A Dying World (700 AF); Casino Shop, Serendipity
Adamantoise Shell	Improved Moogle Throw: Archylte Steppe (??? AF), Plains of Eternity
Dragon Hide Backpack	Live Trigger Reward
Long Gui Backpack	Chocolina (Special), Episode 6, Academia (500 AF)
Sahagin Hide Backpack	Improved Moogle Throw: Oerba, Ashensand
Moogle Wing	Improved Moogle Throw: Augusta Tower (300 AF), 13th Floor
Cie'th Wing	Chocobo race reward: Tonberry Cup
Aqua Fairy Wings	Improved Moogle Throw: Yaschas Massif (110 AF)
, ,	

NAME	AVAILABILITY
Fairy Wings	Chocolina (Special), Oerba (200 AF)
Gold Medal	Chocobo race Title: Weaponmeister
Silver Medal	Chocobo race Title: Monster Hunter
Bronze Medal	Chocobo race Title: King of Cocoon
Mark of the I'Cie	Treasure sphere, Academia (400 AF)
Mark of Etro	Chocobo race Title: Supreme fal'Cie Chocobo
Mark of Lindzei	Chocobo race Title: Guardian Eliminator
Behemoth Crest	Quiz Reward, Academia (4XX AF), New Town (North) Termina
Flower Pattern	Quiz Reward, Academia (4XX AF), Grand Avenue Square Termin
Black Tattoo	Improved Moogle Throw: Yaschas Massif (010 AF), Paddra Ruins, near the fal'Cie
Pink Tattoo	Chocolina (Special), Academia (4XX AF)
Tattoo	Improved Moogle Throw: Vile Peaks, Dismal Dunescape
Stormy Motors Logo	Improved Moogle Throw: Bresha Ruins (005 AF), inside Atlas's hand
Sky Blue NORA Symbol	Improved Moogle Throw, New Bodhum (700 AF)
Green NORA Symbol	Chocolina (Special), Academia (4XX AF)
NORA Symbol	Live Trigger Reward
Canned Sheep Logo	Chocobo race reward: Lindzei Cup
Canned Coyo Logo	Chocobo race reward: Pulse Cup
Lebreau's Black Tattoo	Improved Moogle Throw, New Bodhum (700 AF)
Lebreau's Olive Tattoo	Live Trigger Reward
Lebreau's Violet Tattoo	Chocobo race Title: Fortitude
Gadot's Black Emblem	Improved Moogle Throw, New Bodhum (700 AF)
Gadot's Blue Emblem	Improved Moogle Throw: New Bodhum (003 AF), beachfront
Gadot's Red Emblem	Quiz Reward, Academia (4XX AF), Entrance Terminal
Guardian Corps Badge	Improved Moogle Throw: Academia (4XX AF), throw Mog near the Gate to the east
Guard's Ravager Badge	Chocobo race reward: Fifth Ark Cup
Red Commando Badge	Treasure sphere, Augusta Tower (300 AF)
Guard's Medic Badge	Chocolina (Special), Academia (4XX AF)
Pilot's Badge	Chocobo race reward: Cactuar Cup
Green Pilot's Badge	Improved Moogle Throw: Archylte Steppe (??? AF), in the lake
Blue Pilot's Badge	Treasure sphere, Augusta Tower (300 AF)
Orange Pilot's Badge	Quiz Reward, Academia (4XX AF), New Town (Southwest) Terminal
Blue PSICOM Spaulders	Treasure sphere, Augusta Tower (300 AF)
Red PSICOM Spaulders	Quiz Reward, Academia (4XX AF), New Town (North) Terminal
Green PSICOM Spaulders	Improved Moogle Throw: Academia, Grand Avenue
PSICOM Lapel Pin	Improved Moogle Throw: Augusta Tower (200 AF)
PSICOM Officer Pin	Chocolina (Special), Academia (4XX AF)
Upper Rank Insignia	Chocolina (Special), Academia (4XX AF)
Lower Rank Insignia	Chocolina (Special), Academia (4XX AF)
Gold Padlock	Chocolina (Special), Oerba (200 AF)
Silver Padlock	Improved Moogle Throw: Academia, Research Facility
Gold Brooch	Chocolina (Special), Academia (4XX AF)
Silver Brooch	Improved Moogle Throw: Academia, Grand Avenue
Silver Brobell	mproved Moogle Trirow. Academia, Grand Avenue

#### SHOPS

#### CHOCOLINA: BRESHA RUINS (005 AF)

CATEGORY	ITEM	PRICE
	Potion	160
Consumables	Phoenix Down	1,600
	Remedy	250
14/	Meteorblaze	960
Weapons	Howling Soul	960
	Iron Bangle	300
	Black Belt	500
Accessories	Rune Bracelet	500
Accessories	Star Pendant	650
	Pearl Necklace	650
	Warding Talisman	650
Monster Materials	Potent Droplet	80
Munster Materials	Potent Bolt	80
Special	Gysahl Greens	300
	General's Belt	1,800
	Witch's Bracelet	1,800
	Delicate Royal Armlet	2,500
	Durable Royal Armlet	7,500
Special: after	Delicate Entite Ring	6,000
reaching Augusta Tower (200 AF)	Durable Entite Ring	6,000
TOWER (ZUU MI)	Mint Chip Ice Cream	500
	Strawberry Ice Cream	500
	Rum Raisin Ice Cream	500
	Chef's Hat	1,000

Chocolina's inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are unique to the location where they appear.

In all the optional Historia Crux locations that do not appear in these tables, Chocolina will sell the items that you have unlocked so far, plus Gysahl Greens in her Special list.

#### CHOCOLINA: SUNLETH WATERSCAPE (300 AF)

CATEGORY	ITEM	PRICE
	Frost Ring	1,000
Accessories	Spark Ring	1,000
	Zephyr Ring	1,000
Special:	Blaze Ring	4,200
after reaching	lcicle Ring	4,200
Academia	Fulmen Ring	4,200
(4XX AF)	Gale Ring	4,200
	Delicate Fire Aegis	5,000
	Delicate Ice Aegis	5,000
Special: post-story	Delicate Lightning Aegis	5,000
	Delicate Wind Aegis	5,000
	Mog Mask	10,000
	Retro Serah Mask	10,000
	Retro Lightning Mask	10,000
	Retro Mog Mask	10,000

#### CHOCOLINA: ARCHYLTE STEPPE (??? AF)

CATEGORY	ITEM	PRICE
Accessories	Delicate Ember Ring	1,500
	Durable Ember Ring	500
Accessories	Delicate Frost Ring	1,500
	Durable Frost Ring	500
	Gysahl Greens	300
	Durable Star Pendant	1,300
	Durable Pearl Necklace	1,300
Special	Durable Warding Talisman	1,300
	Durable Hypnocrown	16,000
	Durable Grimoire Hat	20,000
Special: after	Durable Metal Armband	1,300
reaching Yaschas Massif (01X AF)	Durable Serenity Sachet	1,300
	Durable Guardian Amulet	4,400
	Durable Auric Amulet	4,400
Special: after reaching Augusta	Durable Watchman's Amulet	4,400
Tower (200 AF)	Durable Hero's Amulet	4,400
	Durable Saint's Amulet	4,400
	Durable Zealot's Amulet	4,400
Special: after	Durable Sniper's Eye	4,400
reaching Academia	Durable Twist Headband	4,400
(4XX AF)	Durable Bloodguard	4,400
Special: after	Durable Obsidian Choker	1,300
reaching Academia	Durable White Cape	1,300
(500 AF)	Durable Pain Dampener	1,300
Special:	Delicate Collector Catalog	20,000
	Durable Collector Catalog	40,000
Post-story	Delicate Hermes Sandals	10,000
	Durable Hermes Sandals	40,000
	Delicate Ribbon	10,000

#### CHOCOLINA: YASCHAS MASSIF (010 AF)

CATEGORY	ITEM	PRICE
	Antidote	100
	Wound Potion	300
Consumables	Holy Water	100
Consumantes	Painkiller	100
	Mallet	100
	Wax	100
	Lunar Stinger	2,000
	Volatile Spark	2,000
10/	Amazon Bow	780
Weapons	Survivor's Edge	780
	Faerie's Bow	780
	Rune Tooth	780
	Power Wristband	1,000
	Magician's Mark	1,000
	Metal Armband	650
	Serenity Sachet	650
**********	Delicate Iron Bangle	450
Accessories	Durable Iron Bangle	150
	Delicate Black Belt	750
	Durable Black Belt	250
	Delicate Rune Bracelet	750
	Durable Rune Bracelet	250
	Power Droplet	80
	Mana Droplet	80
Monster Materials	Vitality Droplet	80
ivionster iviaterials	Power Bolt	80
	Mana Bolt	80
	Vitality Bolt	80

#### CHOCOLINA: OERBA (200 AF)

CATEGORY	ITEM	PRICE
	Delicate Power Wristband	1,500
	Durable Power Wristband	500
	Delicate Magician's Mark	1,500
Accessories	Durable Magician's Mark	500
	Delicate Metal Armband	325
	Delicate Serenity Sachet	325
	Delicate Star Pendant	325
	Delicate Pearl Necklace	325
	Delicate Warding Talisman	325
	Delicate Hypnocrown	4,000
	Fairy Wings	100
	Red Propeller	500
	Headdress of Courage	300
	Youthful Parasol	300
0	Sentimental Parasol	300
Special	Gold Padlock	300
	Crimson Flower	300
	Pink Flower	300
	Purple Flower	300
	White Tree	300
	Festive Tree	300

#### CHOCOLINA: ACADEMIA (400 AF)

CATEGORY	ITEM	PRICE
	Raging Arc	4,500
	Blazing Spirit	4,500
Mariana	Fellowship Arc	1,520
Weapons	Avenger's Edge	1,520
	Rune Feather	1,520
	Sargatanas	1,520
Accessories	Delicate Silver Bangle	750
Accessories	Durable Silver Bangle	250
	Power Sliver	400
	Mana Sliver	400
Monster Materials	Vitality Sliver	400
Monster Materials	Power Chip	400
	Mana Chip	400
	Vitality Chip	400
	Guardian Amulet	2,200
	Delicate Guardian Amulet	1,100
	Auric Amulet	2,200
	Delicate Auric Amulet	-1,100
	Watchman's Amulet	2,200
Special	Delicate Watchman's Amulet	1,100
	Hero's Amulet	2,200
	Delicate Hero's Amulet	1,100
	Saint's Amulet	2,200
	Delicate Saint's Amulet	1,100
	Zealot's Amulet	2,200
	Delicate Zealot's Amulet	1,100

#### CHOCOLINA: YASCHAS MASSIF (01X AF)

CATEGORY	ITEM	PRICE
Special	Silver Bangle	500
Special:	Brawler's Wristband	4,000
after reaching	Shaman's Mark	4,000
Academia (500 AF)	Durable Kaiser Knuckles	18,000
	Durable Magistral Crest	18,000

#### CHOCOLINA: AUGUSTA TOWER (200 AF)

CATEGORY	ITEM	PRICE
	Delicate Spark Ring	1,500
A	Durable Spark Ring	500
Accessories	Delicate Zephyr Ring	1,500
	Durable Zephyr Ring	500
	Sniper's Eye	2,200
	Delicate Sniper's Eye	1,100
Special	Twist Headband	2,200
	Delicate Twist Headband	1,100
	Bloodguard	2,200
	Delicate Bloodguard	1,100

#### CHOCOLINA: ACADEMIA (4XX AF)

CATEGORY	ITEM	PRICE
	Delicate General's Belt	2,700
	Durable General's Belt	900
Accessories	Delicate Witch's Bracelet	2,700
	Durable Witch's Bracelet	900
	Guardian Amulet	2,200
	Delicate Guardian Amulet	1,100
	Auric Amulet	2,200
	Delicate Auric Amulet	1,100
	Watchman's Amulet	2,200
	Delicate Watchman's Amulet	1,100
	Hero's Amulet	2,200
	Delicate Hero's Amulet	1,100
Constal	Saint's Amulet	2,200
Special	Delicate Saint's Amulet	1,100
	Zealot's Amulet	2,200
	Delicate Zealot's Amulet	1,100
	Pink Tattoo	300
	Green NORA Symbol	300
	Lower Rank Insignia	500
	Gold Brooch	500
	Guard's Medic Badge	3,000
	Upper Rank Insignia	500
	PSICOM Officer Pin	500

#### CHOCOLINA: ACADEMIA (500 AF)

CATEGORY	ITEM	PRICE
	Izanami	12,000
Weapons	Vajradanda	12,000
	Fatal Barb	5,200
vveapons	Fragarach	5,200
	Eurytos's Bow	5,200
	Orochi	5,200
	Delicate Gold Bangle	6,300
	Durable Gold Bangle	2,100
	Delicate Blaze Ring	6,300
	Durable Blaze Ring	2,100
	Delicate Icicle Ring	6,300
	Durable Icicle Ring	2,100
	Delicate Fulmen Ring	6,300
	Durable Fulmen Ring	2,100
	Delicate Gale Ring	6,300
	Durable Gale Ring	2,100
Accessories	Delicate Brawler's	6,000
	Wristband	0,000
	Durable Brawler's Wristband	2,000
	Delicate Shaman's Mark	6,000
	Durable Shaman's Mark	2,000
	Delicate Pain Dampener	325
	Delicate White Cape	325
	Delicate Obsidian Choker	325
	Power Orb	800
	Mana Orb	800
	Vitality Orb	800
	Power Essence	2,600
	Mana Essence	2,600
	Vitality Essence	2,600
Monster Materials	Power Engine	800
	Mana Engine	800
	Vitality Engine	800
	Power Booster	2,600
	Mana Booster	2,600
	Vitality Booster	2,600
	Coronet	5,000
Special	Long Gui Backpack	300
	Musical Bell	300
	Sagittarius	80,000
Weapons:	Mac an Luin	80,000
post-story	Arcus Chronica	150,000
	In Paradisum	150,000
Monster Materials:	Potent Crystal	8,000
post-story	Potent Generator	8,000

#### CHOCOLINA: A DYING WORLD (700 AF)

CATEGORY	ITEM	PRICE
	Trollspike	2,280
\\/	Shellbreaker	2,280
Weapons	Angel's Bow	2,280
	Nomad's Machete	2,280
	Pain Dampener	650
Accessories	White Cape	650
	Obsidian Choker	650

#### CASINO SHOP

ITEM	COINS
Wild Artefact	10,000
Shuffle	50
Shuffle (Common)	200
Shuffle (Graded)	200
Chocoboost	200
Chocobull	500
Phoenix Down	400
Librascope	4,000
Unicorn Horn	1,600
Phoenix Blood	1,600
Elixir	30,000
Ribbon	10,000
Summoner's Mask	5,000
Party Hat	10,000
Shooting Star	1,000
Black-Rimmed Glasses	3,000
Pink-Rimmed Glasses	3,000
Long Gui's Shell	3,000
Bunny Ears	10,000
Red Mage's Chapeau	10,000
Queen's Mask	3,000
Vacationer's Shades	3,000
Gold Shades	3,000
Violet Shades	3,000
Chaos Crystal	10,000
Just 1 gil!	9,800
Setzer's Dice	10,000

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## BESTIARY

This chapter reveals invaluable information on the hundreds of assailants you can encounter (and potentially capture) during your travels through the Historia Crux. Be sure to read the short introduction overleaf to make the best possible use of each enemy data sheet.

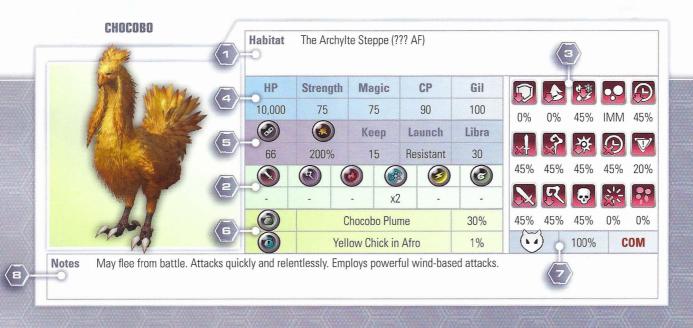




#### INTRODUCTION

#### ENEMY SHEET STRUCTURE

All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the data offered by the in-game Enemy Intel files, but with many additions and revelations that the game itself does not divulge. The meaning of each cell is detailed on this page.



- Habitat: The map area where you encounter the creature for the first time, and other known habitats where applicable.
  - Damage Affinities: The way in which the enemy reacts to the different types of damage you can inflict. The meaning of each icon is revealed here:

#### **Damage Types**















Damage Vulnerabilities: There are six possible reactions to every type of attack, each corresponding to a calculation applied to the base damage. These are as follows:

	MEANING
x2	Enemy has a weakness, damage is doubled.
-	Normal damage.
1/2	Damage is halved.
1/10	Enemy is resistant, damage is divided by ten.
IMM	Enemy is immune to damage type.
ABS	Damage absorbed: your attacks will actually heal the target (up to 30% of the usual damage).

Status Ailment Resistance: Shows, by percentage, how resistant your opponent is to debuffs: 0% indicates weakness, while IMM is used to represent 100% immunity. The meaning of the icons used is as follows:

#### **Status Ailments**





Points, before it is defeated.













HP: The amount of damage that the creature can endure, in Hit

Strength: The Strength attribute of the enemy: the higher this is, the more damage its physical attacks will inflict.

Magic: The Magic attribute of the enemy: the higher the number, the more damage it can deal when it employs magical attacks.

CP: The sum of Crystogen Points each of your characters will receive for defeating the target.

Gil: The sum of gil your party will receive for defeating the target.

#### **ENEMY CLASSIFICATION**

For maximum clarity, all enemies in our Bestiary are sorted in the same order as their in-game Bestiary entries. If you are looking for specific monsters as part of the Monster Professor side guest, you can use this to track down the creatures you're still missing. The classification used is as follows:

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Chain Resistance (((a)): The higher this value, the longer it will take to fill the enemy's Chain Gauge.

**Stagger Point (((a)):** The Chain Bonus percentage required to cause a Stagger.

**Keep:** The higher this is, the more difficult it is to interrupt the enemy's actions.

**Launch:** This tells you if a monster can be Launched ("weakness"), if it has to be Staggered for this to be possible ("resistant"), or if it cannot be Launched at all ("immune").

**Libra:** The lower this value, the more times you will need to defeat the enemy to reveal all of its details in the in-game Bestiary (which requires a Libra total of 1,000). For rare or tough monsters with a value less than 1,000, you may decide to use a Librascope to avoid having to defeat them more than once.

for a monster to turn into a crystal and be tamed when you defeat it, as well as its role.

Recruit Chance ( ): This shows the base probability

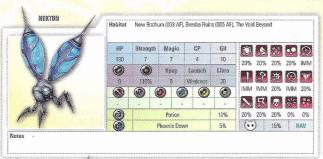
Notes: Highlights the strengths and weaknesses of the creature.

**(**6)

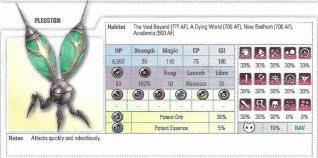
**Common Drop ( ( ( )**): The enemy's common drop, with your base chance of obtaining the item after battle.

Rare Drop (a): The enemy's rare drop, with your base chance of obtaining the item.

#### RIFT BEASTS

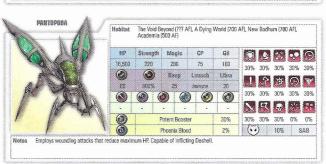




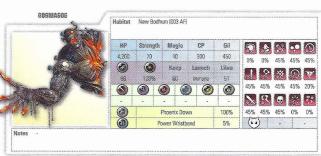






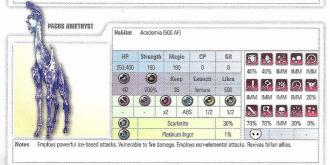














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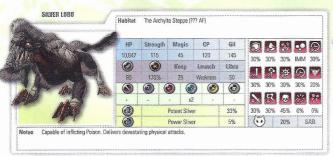
INTRODUCTION CLASSIFICATION

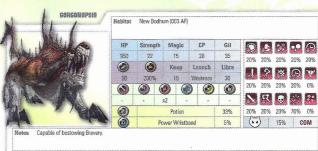
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CIE'TH SPECIAL

#### FERAL CREATURES







Habitat Yaschas Massif (110 AF)

1/2

141.200

0

HP Strength Magic CP

724 450

95

Vitality Orb

Gil

1.013

1,000

100%

Keep Launch Libra

0 0 0

70% 70% 30% IMM IMM

19 % 6 7

IMM 50% IMM IMM 60%

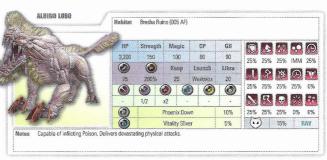
30% 30% 0% IMM 0%

1/2 1/2

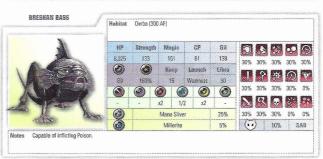
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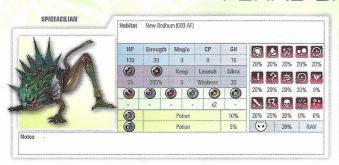


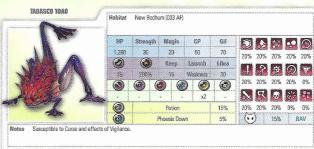
	Habitat	The Arch	ylte Step	pe (???	AF)						
l .	HP	Strength	Mag	ic	CP	Gii	n			00	
	36,600	257	25	7	107	167	30%	30%	30%	30%	30%
	0		Kee	p 1	aunch	Libra					
No Selection	70	160%	18	V	/eakness	50	26	X	633		
Last / V			<b>(3)</b>		0	(3)	30%	30%	30%	30%	30%
	- 1	-	- [	IMM	x2	-		5	0		6
4	0		Potent E	ssence		15%	30%	30%	0%	0%	0%
	(0)		Power I	Crystal		2%	(	)	10%	1	RAV

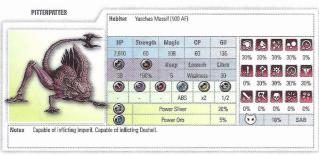
	Habitat	Sunleth 1	Watersc	ape (300	AF)						
, N	HP	Strengt	h Ma	gic	CP	Git	O			50	6
	1,860	42	7	6	35	70	15%	15%	0%	30%	30%
K MOSA	(a)		Ke	өр і	aunch	Libra	1070	1070	NAME OF THE PARTY OF	50%	3010
THE REAL PARTY	0	120%		, y	Veakness	30	×.	X	663		
			0		10	0	30%	30%	30%	30%	20%
			x2	-	x2	x2	X	S.	<b>€</b>	**	8
46	0		Poten	Sliver		25%	30%	30%	0%	0%	0%
	(a)	1	Moisten	ed Scale		5%	(	) [	20%	S	AB.

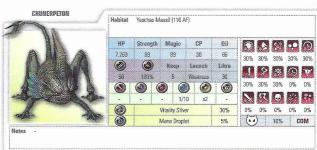
	Habitat	Sunleth V	Vatersca	pe (30	10 AF)						
	HP	Strength	Wag	ic	CP	Gil	O			50	0
	8,660	50	60		60	100	25%	25%	0%	30%	30%
	0		Ket	p	Launch	Libra			1		0070
	75	150%	5		Weakness	30		×	563	2	
	(3)					0	30%	30%	70%	30%	20%
	-	-	x2		x2	x2		5	0	**	
A. See	0		Potent	Sliver		33%	30%	30%	0%	0%	0%
		1	Moisten	ed Sca	le	5%	(	)	20%		RAV

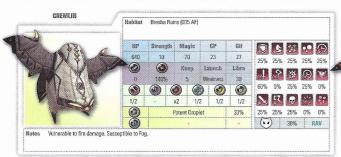
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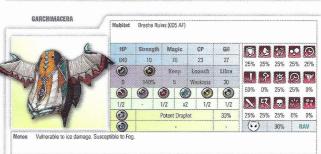


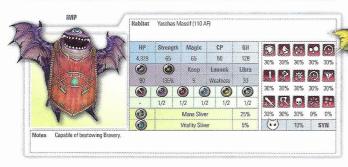


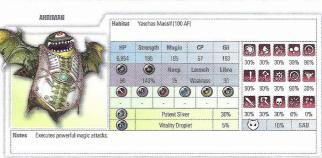


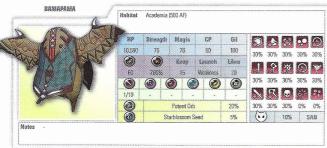






















Habitat The Vile Peaks (010 AF)

Strength Magic

CP Gil

20%

30% 30% 30% 30% 50%

1 2 * 9 7

IMM 30% 30% 50% 50%

N R O SE GO

30% 30% 50% 30% 0%

15% COM

VAKSNA

Notes Delivers devastating physical attacks

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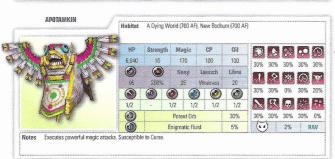


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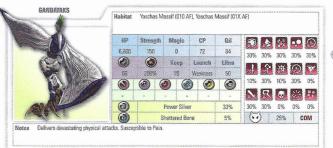
ANCIENT AUTOMATA

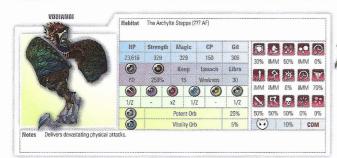
CIE'TH

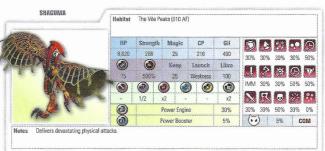
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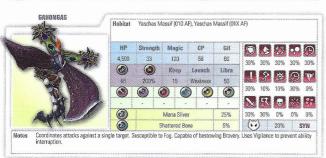


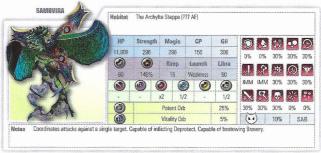














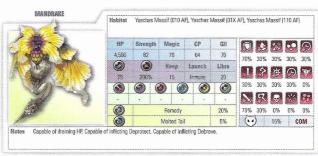
BARSED SPECTER	Hahitat	The Archy	Ite Stepp	e (???	AF)	******		******			
>	HP	Strength	Magi	c	CP	Gil	O		e v	50	6
	9,972	106	106		69	125	30%	30%	30%	30%	30%
			Kee	,	.eunch	Libra	3070	3070	30 /s	3070	307
	50	210%	15		Immune	100	X	X	503		M
			<b>3</b>		0	0	30%	30%	30%	30%	30%
		-	x2	x2	1/2	1/2	X	घ	9		**
	0	1	Power S	liver		25%	30%	30%	30%	0%	0%
	(0)		Power	Orb		5%	(1.4	)	10%	1 5	AB

#### FERAL CREATURES

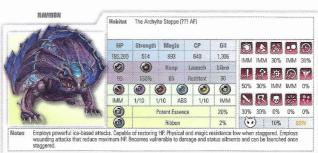


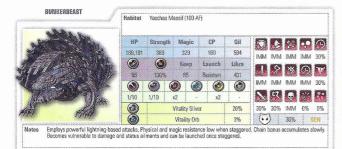


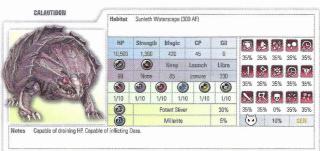


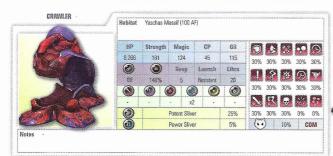


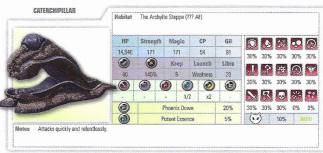




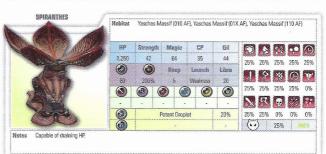




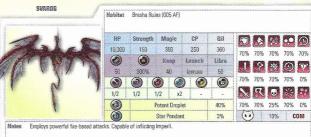












Habitat Yaschas Massif (110 AF)

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Capable of inflicting Daze. Employs wounding attacks that reduce maximum HP.

Strength Magic CP

137 336 1,008

25

Cobaltite

Martyr's Emblem

1/2 1/2

Keep Launch

0 0 0 0

0 0 0

- 1/2 1/2 gine 30%

1%

Gil

Libra

1/2

15%

KANNA KAMUY

ILLUYANKAS

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PECTIADV

BESTIAHY

19*97

30% 30% 30% 0% 0%

30% 30% 30% 30% 30%

1930

IMM IMM 30% 30% 30%

30% 30% 30% 0% 0%

5% 10% SAB

10% SAB

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A 100 00 1

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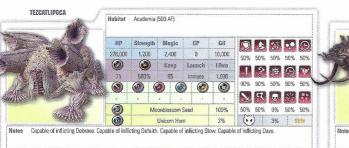






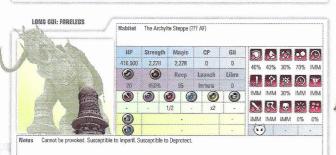
Habitat Academia (500 AF)

HOLOTI





Susceptible to Poison. Employs powerful wind-based attacks. Capable of restoring HP. Employs physical and magical combination attacks.

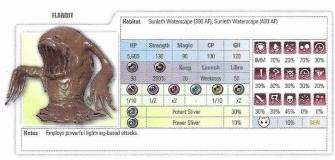


FLANBANERO	Habitat	Sunleth V	Vaterscape (	300 AF), The	Archylte St	ерре (??	AF)		ortic mentamente	
	HP	Strength	Magie	CP	Gil			(Fig	50	C
	5,694	80	170	85	120	IMM	70%	20%	70%	309
	0		Кеер	Launch	Libra		1000	(VV)		007
	90	200%	20	Weakness	50	No.	X	63		
			<b>(</b>		0	30%	30%	30%	30%	209
	1/10	- 1	1/10	.   .	x2	×	R	€	*	8
4 4 1	0		Potent Sliv	er	30%	30%	30%	45%	0%	0%
	(a)	-	Vitality Sliv	/er	10%	(	)	15%	F	RAV

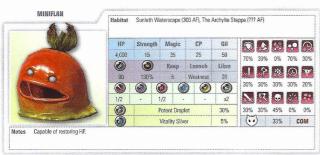
#### FERAL CREATURES





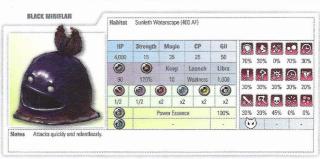


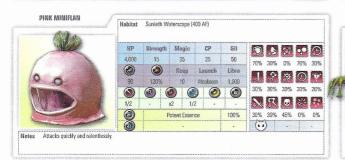






















Strength Magic CP Gil

40.

Power Essence

Martyr's Emblem

Can alter own form. Delivers devastating physical attacks. Susceptible to Imperil. Becomes more powerful and more resistant to status ailments when in upright position.

Keep Launch Libra

0 0 0 0

20%

2%

Hebitat Oerba (400 AF)

ZAGHNAL

GOBLIN



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1230

IMM IMM 30% IMM 40%

30% 30% 0% 0% 0%

10% RAV

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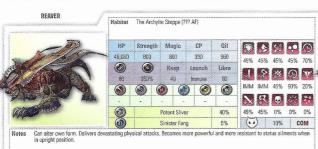
#### FERAL CREATURES

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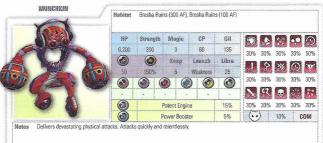
SPECIAL

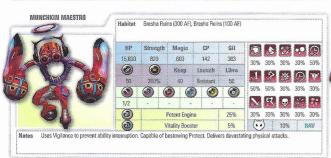




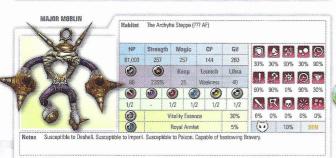










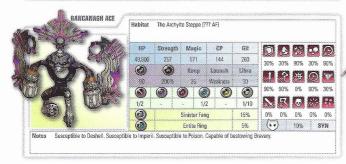


BUCCAEOD	Habitat	The Archy	ylte Step	ipe (???	AF)						
120	HP	Strength	Mag	gio	CP	en				0	0
	8,528	211	14	8	48	87	30%	30%	30%	30%	309
			Kee	ор	Launch	Libra	6070	-	- CO 70	5070	
	30	180%	5	1	Veakness	20	×	X	ESS.		
		@	0		10	0	30%	30%	30%	30%	30%
	-	-	-	1/2	-	1/2		G.	4	3 K	20
	0		Poter	t Orb		30%	30%	30%	30%	0%	0%
The state of the s			Powe	r Orb		5%	(	3	10%	F	RAV

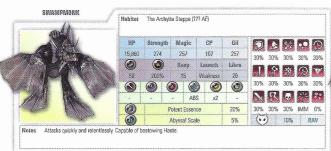
#### FERAL CREATURES

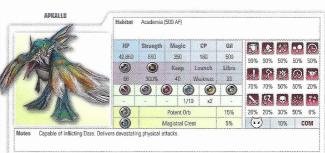


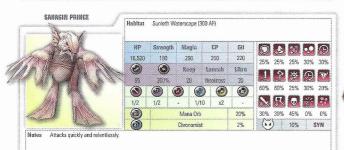


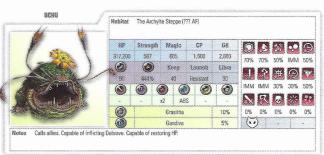




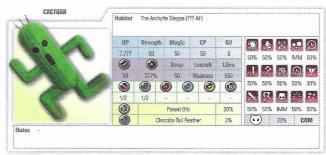






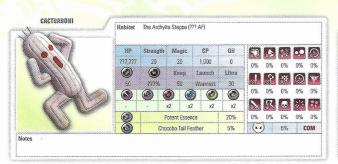


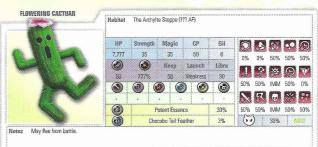












Habitat The Archylte Steppe (??? AF)

Strength Magic

CP GII

0

Libra

30%

5%

10,000 2,000

1/10 1/10 1/10 1/10 1/10

95

Potent Booster

Hermes Sandals

Keep Launch

METAL GIGANTUAR

Employs physical and magical combination attacks. Ca

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FYTRAS

IMM IMM IMM IMM IMM

17 # 9 7

IMM IMM IMM IMM IMM

N 7 0 3 56

IMM IMM IMM 0% 0%

(**) 3% SEN

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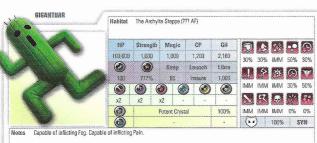
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FERAL

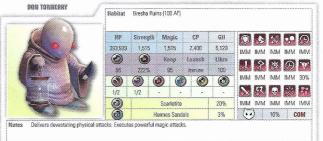
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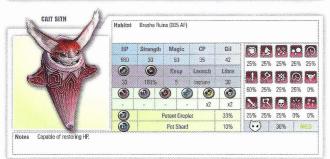
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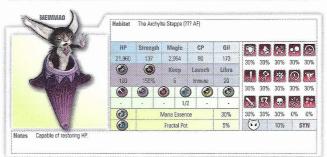
SPECIAL



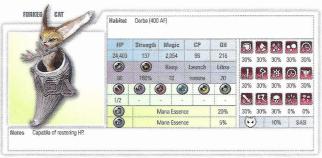












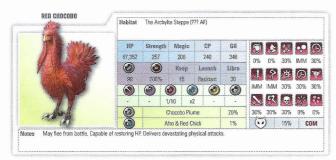


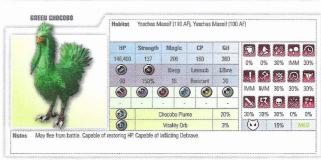
reno processo (1995) per antico a processo processo (1995) per antico a pr	Habitat	Oerba (3	00 AF)							
Mark Company	HP	Strengt	h Magi	c CP	Gif	O			60	
	99,796	257	206	300	468	0%	0%	30%	IMM	309
	0		Kee	launc	h Libra			50 /c		-
	70	200%	15	Resista	nt 30	32	23			
			0			IMM	IMM	30%	30%	309
	1/2	1/2	-	-			8	0	8.5	3
AND THE RESERVE OF THE PARTY OF	0		Chocobo	Plume	20%	30%	30%	30%	0%	0%
		1	Afro & Wh	te Chick	1%	(.,	)	15%	1.6	(ED

#### FERAL CREATURES / MILITARIZED UNITS

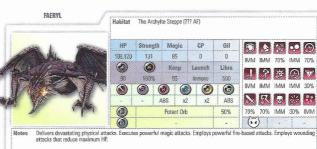






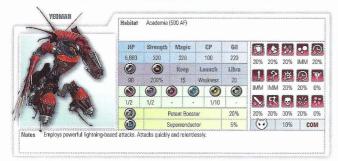


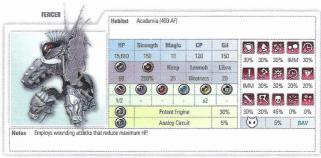




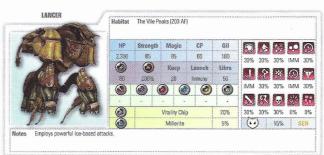








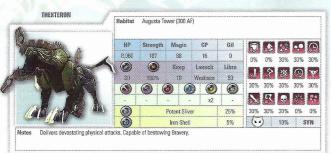




#### MILITARIZED UNITS

ZWERG METRODOGO

Employs powerful ice-based attacks. Attacks quickly and re





Habitat Augusta Tower (200 AF)

Strength Magic

64 80 130

10

Vitality Engine

Iron Shell

CP Gil

Keep Launch Libra

1/2 1/2

20%

5%





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0 6 8 6 0

35% 35% 35% IMM 35%

1 2 * 9 V

IMM 35% 20% 35% 0%

35% 35% 0% 0% 0%

(1) 20% RAV

NUCA

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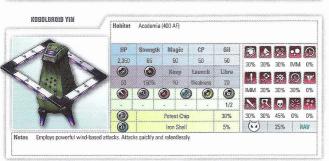


ANCIENT

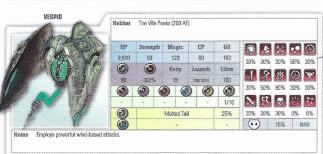
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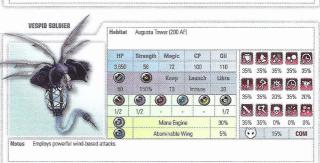
SPECIAL

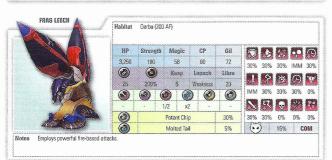














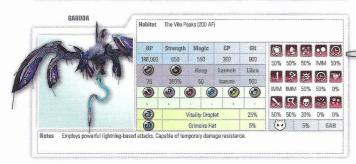


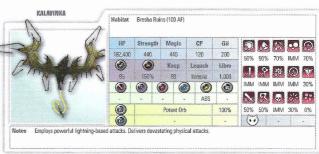
FLANITOR	Habitat	Augusta	Tower	(300 AF),	Augusta To	ower (200 i	AF)				
A Marie Control	HP	Strengt	b M	agic	CP	Gil	O			60	
A CO	6,300	64	1	28	100	180	35%	35%	35%	35%	35%
	<b>(2)</b>		- 40	0690	Launch	Lihra	3370	30 10	33/0	-	-
	85	150%		15	Weakness	30		×	603	9	V
			0		0	(3)	35%	35%	20%	35%	20%
	-	-	-	-	-	-		F	0		80
	0		Potent Engine		15%	35%	35%	35%	35%	0%	
	<b>(a)</b>		Transpa	ransparent Ooze		5%	(1.4	)	15%		AED

#### MILITARIZED UNITS / ANCIENT AUTOMATA

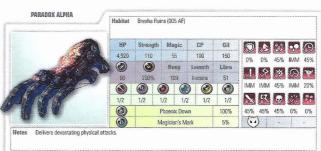












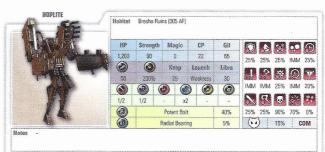












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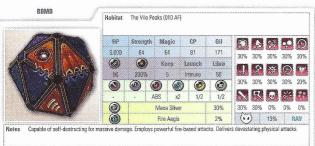




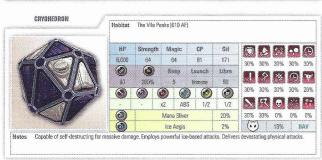




CIETH SPECIAL







CLOUDBURST	Habitet	The Arch	ylte Stepp	ie (???	AF)						
	HP	Strengtl	Mag	ie	CP	Gil	n		Ç.	60	1 CC
	8,922	211	148		54	111	30%	30%	30%	30%	309
			Кевр		aunch	Libra		F33	3070	3070	30)
	90	150%	5		mmune	150	Xi	×	603		M
		<b>3</b>			<b>(2)</b>	0	30%	30%	30%	30%	309
		-	x2	ABS	-	-	1	3	0	**	8
	<b>(3)</b>	(a)		Mana Chip			30%	30%	30%	0%	0%
	(3)		Thrust B	Thrust Bearing			(	)	10%		RAV



	Habitet	Habitat The Archylte Steppe (??? AF)									
	HP	Strength	ı Ma	gie	CP	Gil			27	60	0
10 No.	20,074	211	49	12	96	196	30%	30%	30%	30%	30%
	0		Йе	aja .	Launch	Libra		63	577		- T-
	63	140%	1	5	Immune	20	<b>3</b>		<b>693</b>		
Chirchite, 2	<b>S</b>	<b>3</b>	0		0	0	30%	30%	30%	30%	30%
	1/2		1/10	1/10	1/10	1/10	×	2	0		88
	0		Man	a Chip		30%	30%	30%	30%	0%	0%
			Thrust Beari			5%	(•	)	10%		RAV



DREADNOUGHT	Habitat	The Vile	Peaks (01	AF)							
	HP	Strongt	ı Mag	C 3	CP	Gil	O			60	(3)
	220,320	532	532		540	1,215	0%	0%	30%	IMM	30%
	0	<b>(3)</b>	Kee	1 1	aunch	Libre			200		-
<b>使</b> 10.20 10.20 X 10.40	80	200%	35	B	esistant	1	<b>81</b>	X	<b>533</b>		M
			0		<b>3</b>	0	30%	30%	30%	30%	30%
	1/2	1/2	-					又	0		90
	0		Vitality E	ooster	er 20%		30%	30%	30%	0%	0%
		Power Booster 5%					(	)	5%	C	OM

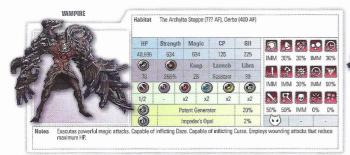
#### CIE'TH











Capable of inflicting Daze, Capable of inflicting Debrave

Keep Launch Libra

**3 3 3** 

Weakness 30

20%

5%

40

Segmented Carapace

1 ? # D V

IMM IMM IMM 30% 20%

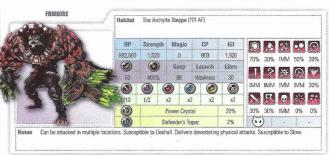
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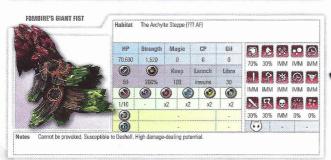
30% 30% IMM 45% 80%

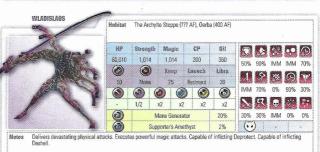
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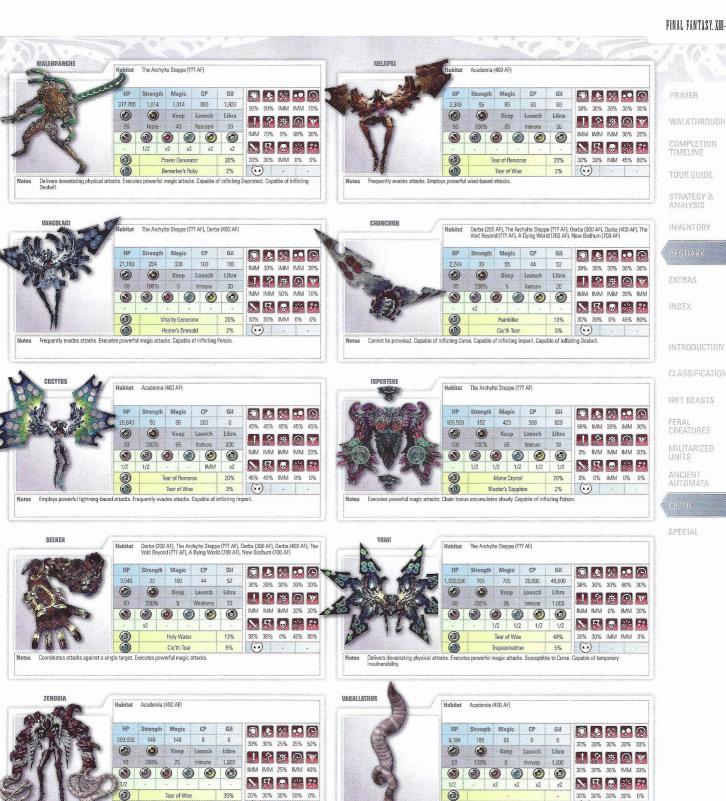




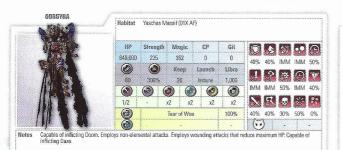








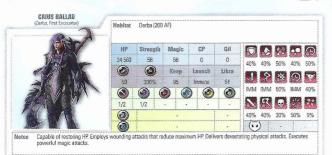


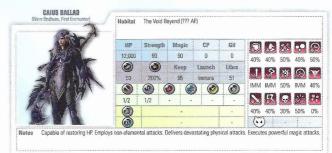


RASPATIL									**		
A Comment	Habitat	Oerba (40	III AF)								
25.00	HP	Strength	Ma	gie	CP	Gil			9	70	6
0,000	3,666,000	254	12	7	25,000	50,000	000	00/	45%	INAKA	45%
	<b>(2)</b>		Re	ер	Launch	Libra	-	W23	1070		707
	60	500%	9!	5	Immune	1,000	×.		63		
			<b>(3)</b>		0	0	45%	45%	IMM	IMM	209
	1/2	1/2	-	-	-			R	0		8
	0		Scar	letite	1	30%	45%	45%	45%	0%	0%
	(3)		Royal	Armlet		5%	(		-	T	

acks, Capable of inflicting Fog. Capable of restoring HP.

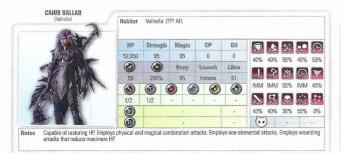
## SPECIAL

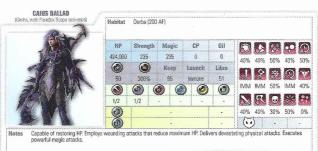


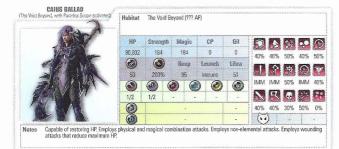


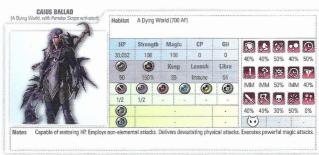


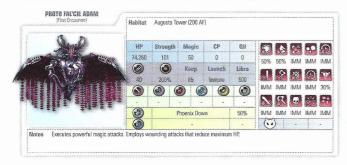


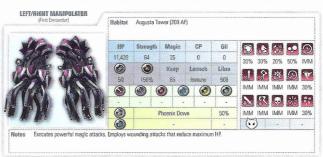




















Habitat Augusta Tower (200 AF)

Hatritat Academia (500 AF)

183

Launch Libra

500

450

51

0

50%

10%

0 0

16,320

LEFT/RIGHT MANIPULATOR

CHAOS BAHAMUT

GARNET BAHAMUT

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30% 30% 20% 50% IMM

12 # 9 V

IMM IMM IMM IMM 30%

IMM IMM IMM IMM 30%

IMM IMM IMM IMM

70% 70% IMM IMM IMM (i) .

70% IMM 50% IMM 30%

30% 30% IMM IMM 0%

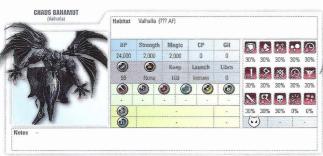
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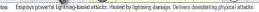
RIFT BEASTS

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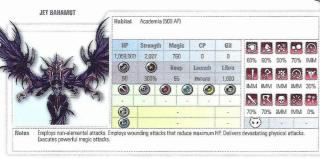






Academia (500 AF)

Phoenix Blood







# EXTRAS

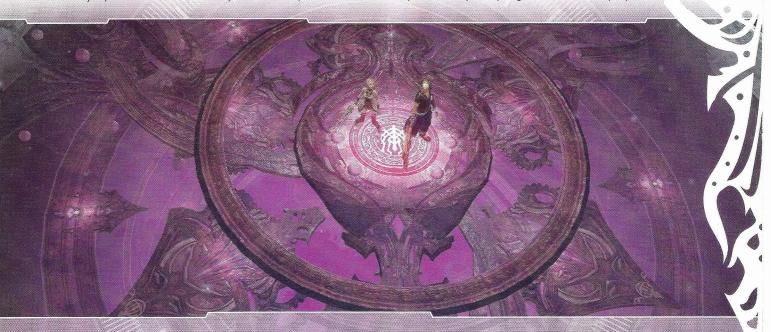
In this final chapter, we offer a complete guide to Trophies and Achievements, details on how to obtain all Live Trigger rewards, and a Fragment checklist (with page references) to help readers reach 100% completion.

**Spoiler Warning:** While we have been careful to avoid references to narrative events in Final Fantasy XIII-2 wherever possible, this chapter naturally contains spoilers. For this reason, we caution against casual browsing until you have completed the main storyline.



## TROPHIES & ACHIEVEMENTS

Final Fantasy XIII-2's collection of Trophies and Achievements offers a good blend of story and gameplay milestones, plus an approachable range of special challenges. Those who do not wish to dive too deeply into post-story play will obtain a respectable haul for their troubles, while power gamers willing to go a little further can claim the majority of the rewards with relatively little effort. Only a handful of these accomplishments require anything close to a max-level party to unlock.



#### MAIN STORYLINE MILESTONES

ICON	NAME	TYPE	<u>©</u>	UNLOCK CONDITION
(8)	Early Riser	Bronze	15	Unlocked once you defeat the groups of Nektons and Meonektons on the beach in New Bodhum (003 AF).
	Time Traveler	Bronze	15	Start Episode 2 in Bresha Ruins (005 AF).
A	Scarlet Medal	Bronze	14	Defeat the weakened Atlas with a five-star rank in Bresha Ruins (005 AF).
	Future Espier	Bronze	15	Start Episode 3, Part 1 in Yaschas Massif (010 AF).
9	Past Gazer	Bronze	15	Start Episode 3, Part 2 in Sunleth Waterscape (300 AF).
69	Threat Facer	Bronze	15	Start Episode 4 in Academia (400 AF).
<b>(a)</b>	Sooth Seeker	Bronze	15	Start Episode 5 in The Void Beyond after Academia (4XX AF).
60	Promise Keeper	Bronze	15	Start Episode 6 in Academia (500 AF).
160	Epic Finisher	Gold	90	Complete the game by defeating the final boss.

#### **GAMEPLAY MILESTONES**

ICON	NAME	TYPE	<b>©</b>	UNLOCK CONDITION	NOTES .
, à	Budding Hunter	Silver	30	Defeat 100 enemies.	
M	Quick Draw	Bronze	15	Start 50 battles with a Preemptive Strike.	Power gamers may unlock these during Episode 2; everyone else will pick them up in the early stages of Episode 3.
76%	Staggering	Bronze	15	Stagger monsters 50 times.	
×	Wild Thing	Bronze	16	Use Feral Link abilities 100 times.	You should hit this milestone much later in the story. Those who take a keen interest in monster hunting will pick it up relatively early.

#### SPECIAL FEATS

CON.	NAME	TYPE	0	UNLOCK CONDITION	NOTES
Z	Anomalous	Silver	30	View all Paradox Endings (including the Secret Ending).	Only possible once you obtain the Paradox Scope on completion of the main storyline. See "Anomalous" overleaf for further details.
	Beast Tamer	Gold	90	Obtain a monster crystal from Don Tonberry in Bresha Ruins (100 AF).	This challenging opponent (see page 185 for a suggested battle strategy) is probably best left until post-story play, or until your party reaches an advanced stage of development in a completionist playthrough. The Monster Collector Fragment Skill unlocked by acquiring all Fragments in both Vile Peaks destination will definitely help.
V	Big Game Hunter	Silver	30	Defeat Ochu, Immortal, Yomi, and Long Gui on the Archylte Steppe.	Though Ochu and Immortal can be defeated by fairly low-level parties with a littl preparation, Long Gui and Yomi are opponents that are easier to defeat once you complete the main storyline. You can find strategies for all four in the Archylte Steppe section of the Tour Guide chapter.
N	Cerulean Medal	Bronze	14	Defeat Proto fal'Cie Adam with a five-star rank in Augusta Tower (200 AF).	This is the second incarnation of Proto fal'Cie Adam that you face in the final bos battle for the area, just before the Live Trigger.
S	Choco-boco- holic	Bronze	14	Spend 100,000 gil at Chocolina's shop.	There is generally little cause to spend vast sums of gil with Chocolina until her inventory is populated with high-value items on completion of the main storyline. Don't feel obliged to spend this sum beforehand.
	Chronosavior	Gold	90	Defeat the final boss with a five- star rank.	The difficulty and length of the final boss battle is linked to the strength of your party. If Serah and Noel are not very advanced, it can take up to an hour; with a maxed-out party and a practiced strategy, as little as three minutes. Achieving a five-star rating also unlocks the "Noel" Gamer Picture/Theme.
A.	Clock Stopper	Bronze	15	Get 100 consecutive "GREAT" ratings with the Mog Clock.	Those who spend lengthy periods of time farming for Monster Materials (particularly in the Archylte Steppe's Clearwater Marshes) may unlock this withouthinking about it. If you need to specifically grind to obtain it, try a location where the enemies that materialize are static — such as the Tidal Shallows area in New Bodhum (003 AF).
<b>\$</b>	Fair Fighter	Gold	90	Defeat Raspatil on Normal Mode in Oerba (400 AF).	Raspatil is a rare Cie'th that only a high-level party can hope to conquer. See page 173 for our recommended baseline requirements and a detailed strategy. This also unlocks the "Mog" gamer picture/Theme on completion.
	Fragmented	Silver	30	Obtain all Fragments in one category.	The "Quiz Mastery" (see page 151) and "The Honor of Blitz Squad" (see page 16 categories can be completed before you begin Episode 5 by departing from Academia (4XX AF).
1	Giant's Fist	Gold	90	Deal 99,999 damage with one hit.	Possibly the most demanding accomplishment of all. See "Giant's Fist" for advice
W.	Defragmented	Gold	90	Acquire all 160 Fragments.	As this requires that you complete the main storyline and obtain the Paradox Scope, it is a feat that players can only accomplish in post-story play. Use the Completion Timeline and Tour Guide chapters to identify any side quests that you may have missed. Unlocks the "Serah" gamer picture/Theme.
	No Retreat	Bronze	16	Win 50 consecutive battles without using the Retry option.	You can reasonably hope to accomplish this in the course of natural play, especially while farming low-level monsters for useful item drops.
CAR	Obsidian Medal	Bronze	14	Defeat Pacos Luvulite and Pacos Amethyst with a five-star rank in Academia (500 AF).	If you don't achieve this feat against these two sub-bosses on your first attempt, simply close the local Gate to try again later with a stronger party. Raw aggressi and a liberal sprinkling of buffs and debuffs is the key to beating both quickly.
	Saddle Sore	Bronze	12	Take more than 10,000 steps while riding a Chocobo.	If you complete the main storyline and have yet to unlock this, simply hire a Chocobo and run in circles until the notification pops.
*	Serendipitous	Bronze	12	Earn 10,000 Casino Coins.	The Chocobo Races are by far the easiest and most rewarding way to hit this tot See page 119 for a comprehensive guide.
N.	Strategist	Bronze	18	Perform a total of 1,000 Paradigm Shifts.	Strangely, players who take the time to conquer the difficulty curve with a little power-leveling are at a disadvantage with this milestone. If you regularly cruise through battles in Relentless Assault, you may fall well short of the total require even after completing the main storyline. We suggest that you at least use the ATB Refresh technique (see page 199) to accelerate your progress. If this is your only remaining accomplishment, you can grind it out with a Paradigm Deck of Tortoise or Salvation Paradigms against a weak opponent.
	Supreme Being	Silver	30	Reach rank 99 in all roles on one character.	This is a milestone that you can reach before you collect all 160 Fragments. Obta and activate the Rolling in CP Fragment Skill (see page 125) at an early stage to double the base CP rewards in all battles.
	Trigger Finger	Silver	30	Complete all Cinematic Action prompts during the battles against Paradox Alpha, Atlas, Royal Ripeness, Zenobia and Proto fal'Cie Adam.	See the separate "Trigger Finger" entry for tips.
A	Master of Time	Platinum	<u>-</u>	Unlock all other Trophies on the Normal setting.	PS3 only. Unlocks an additional "Lightning" Theme.

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# SPECIAL FEATS: ADDITIONAL GUIDANCE

### ANOMALOUS

This Trophy/Achievement requires that you unlock and view all possible Paradox Endings, as detailed in the accompanying tables.

#### SUMMARY: PARADOX ENDINGS

FRAGMENT	LOCATION	PAGE	PARADOX SCOPE REQUIRED?	
Transcript: A Giant Mistake	Bresha Ruins (005 AF)	89	No	
Transcript: Vanille's Truth	Oerba (200 AF)	95	Yes	
Transcript: Mog's Marvelous Flan Plan	Sunleth Waterscape (300 AF)	104	No	
Transcript: Test Subjects	Augusta Tower (200 AF)	147	Yes	
Transcript: The Future Is Hope	Academia (4XX AF)	150	Yes	
Transcript: Beneath a Timeless Sky	The Void Beyond (Episode 5)	175	Yes	
Transcript: Fate and Freedom	The Void Beyond: New Bodhum (Episode 5)	177	No	
Transcript: Heir to Chaos	A Dying World (700 AF)	181	Yes	

#### SECRET ENDING

NAME	LOCATION	PAGE PARAI	OOX SCOPE REQU	IRED?
The Goddess Is Dead	Academia (500 AF)	191	Yes	

## TRIGGER FINGER

This Trophy/Achievement is unlocked by obtaining a "Perfect" rating in all Cinematic Action sequences documented in the accompanying table. If you have obtained the Clock Master Fragment Skill, we strongly recommend that you deactivate it before you attempt these fights.

#### CINEMATIC ACTION SEQUENCES

	BUTTON COMMANDS	NOTES
Paradox Alpha	First stage: (**) Second stage: (**), (**), (**)/(A) Third stage (closing cutscene): ((A)/(V)) (repeatedly)	You can easily close the Bresha Ruins (00: AF) Gate at the Historia Crux and return to complete this at a later date. You also need to replay this gameplay section to confront the "full strength" Atlas to unlock the A Giant Mistake Paradox Ending.
Atlas	(b), (O)/(B); (b), (S)/(A); (b), (S)/(A); (b), (S)/(A)	You can replay this boss fight at the end of Bresha Ruins (005 AF) when you return to unlock the Paradox Ending. If you need a third attempt due to bad luck, it's much easier to fight the weakened Atlas for subsequent battles.
Royal Ripeness (opening fight)	Early battle:	Extremely easy to repeat at a later date by closing the Sunleth Waterscape (300 AF) Gate at the Historia Crux; you also need to play through it again en route to the Paradox Ending obtained by beating the full-strength Royal Ripeness.
Zenobia	<b>(1</b> ), <b>(1</b> ) + <b>(0</b> )/ <b>(B</b> ), <b>(1</b> ), <b>(0</b> )/ <b>(S</b> )/ <b>(0</b> ) (repeatedly)	Fighting through the hordes of Cie'th to face Zenobia in Academia (400 AF) can be a lengthy chore on a follow-up visit. If you fai to gain the desired Perfect, we suggest that you reset your console immediately, reload, then try again — this is much quicker than starting from the beginning.
Proto fal'Cie Adam	$\bullet$ , $\bullet$ , $\bullet$ + $\bullet$ / $\bullet$ , $\bullet$ (repeatedly) + $\bullet$ , $\bullet$ / $\bullet$ (repeatedly)	As with the Zenobia Cinematic Action, it's better to reset and reload if you fail to obtain a Perfect than start from the beginning. (Incidentally, when you reach the Live Trigger, select anything but "Scream at Hope" for your first answer if you have yet to fight the "secret" version of Proto fal'Cie Adam. This is a requirement for the Monster Professor side quest: see page 150.)

#### GIANT'S FIST

This Trophy/Achievement challenges you to inflict 99,999 HP in damage with a single blow. To accomplish this, use the following steps:

- Advance your party until you approach or hit the maximum level cap in all roles that enhance Noel's Strength stat; ideally, he should have a rating of at least 800. If you use the optimal Crystarium advancement strategy detailed on page 218, you can reach this benchmark earlier.
- Recruit a Thexteron and level it until you unlock the Bravery and Enthunder status enhancements.
- Acquire and equip the Mac an Luin weapon to unlock a sixth ATB gauge segment: as informed players may have guessed, we'll be using Noel's Meteor Javelin ability. The extra ATB segment increases the damage inflicted by this ultimate attack.
- Equip four Delicate Iron Bangles to imbue Noel with the High HP Damage: Power Surge synthesized ability (damage +25% when Noel's health bar is green).
- Head to the Archylte Steppe and change the weather to sunny to fight a Long Gui. This opponent is tailor-made for the task at hand, as it has a massive HP total and can be bludgeoned to the maximum Chain Bonus total. In addition to the standard Paradigms, you need Evened Odds (MED + SAB + SYN, with the Thexteron as the Synergist) and Cerberus (COM + COM) – ideally with a monster COM with at least Bonus Boost I.
- Start the fight as usual, tanking Long Gui's attacks in Tortoise as you take out both forelegs. When your opponent collapses, inflict Deprotect, then Stagger it and increase the Chain Bonus to 999%. Ensure that Noel is in peak condition (green HP gauge) to secure the High HP damage bonus. Bring your Thexteron into the fray and wait until it bestows Noel with Bravery and Enthunder. Now switch to the Cerberus Paradigm.
- Finally, unleash Meteor Javelin. The combined effects will all stack to augment Noel's natural strength and the true potential of his ultimate attack, causing each individual assault to hit the 99,999 HP damage cap.
- Power gamers may be interested to know that you can hit the 99,999 HP damage cap with the Zantetsuken Feral Link attack. You must first max out Twilight Odin and enhance his abilities with tactical infusions (such as Role Resonance, Strength +35% and Ally KO: Power Surge II), then augment his raw damage output further with Bravery, inflict Deprotect on the opponent, allow either Serah or Noel to fall, then unleash the Feral Link. Given the sheer amount of work that this entails, however, we imagine that the vast majority of readers will be happy to stick with the Meteor Javelin strategy...

## LIVE TRIGGERS & REWARDS

This giant table details the conditions (and optimum answers) for all Live Trigger questions that lead to treasure box rewards. Before you read on, there are a few points that you should bear in mind:

- There are two conditions that govern the nature of Live Trigger rewards: the number of individual questions answered, and the selection of specific "funny" responses.
- If you do not meet the requirements to collect an Adornment, your party will find a Potion in the treasure box that appears, or be awarded one on your return to the Historia Crux.
- If you would like to pick up the best Live Trigger rewards, you cannot skip preceding dialogue or cutscenes - this will cause you to bypass the question entirely - though it's fine to skip through individual

lines (where possible) with **(S)**/**(A)**. However, feel free to cancel any conversations or cinematics that follow them.

- You can return to completed areas to obtain Live Trigger rewards by closing Gates to replay the events of the main storyline. While certain Live Triggers may be unavailable in a second playthrough, there is always a sufficient number of them to secure the best Adornment on offer.
- Your previous answers may be replaced with "extended" answers on repeat playthroughs. The Paradox Scope Fragment Skill can also lead to the appearance of new answers.
- Our table only includes Live Triggers that contribute towards potential

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		QUESTION	FUNNY ANSWER	CONDITION & REWARD
New Bodhum (003 AF)	At the beginning when Serah opens the door.	"Dreams of strange worlds; clothes appearing from nowhere. What's going on?"		<ul> <li>Answer five Live Triggers or more: Lebreau's Olive</li> </ul>
	After Serah leaves the NORA house.	"Where's the village? Everything out here is completely different. What is this place?"		Tattoo  * Answer five Live Triggers or more, including at least
	On the way to the meteorite, talk to Noel before the Mog Clock tutorial.	"This strange young man says he met with Lightning in Valhalla. I need to find out more."	"What is a moogle anyway?"* "What's your favorite food?"*	three funny answers: Golden Flower
	On the way to the meteorite, talk to Noel.	"Noel is staring at Cocoon like he's seeing it for the first time. What to say?"		
	On the way to the meteorite, talk to Gadot.	"Gadot seems concerned for Serah's safety. How should Noel respond to Gadot's distrust?"	"This boss sounds like a bully!" "I thought you were the boss." "I'll be sure to pass that on to Snow!"*	
	On the way to the meteorite, talk to Yuj.	"Yuj seems curious about my new attire. What should I tell him?"	"You want to try them on?" "I wore this for you!"*	
	On the way to the meteorite, talk to Maqui.	"After the meteorite hit, different realities started bleeding into ours. Let's ask Maqui what he thinks."	"Where did the moogle come from?" "Where did Noel come from?"*	
New Bodhum (003 AF) - Next Day	Talk to Lebreau.	"Lebreau was injured saving me yesterday. She looks fine this morning, so how do I respond?"	"Good morning, kupo!" "Give me some cooking tips!"*	<ul> <li>Answer 11 Live Triggers: Aqua Ribbon</li> <li>Answer 11 Live Triggers</li> </ul>
	Talk to Noel on the beach before obtaining any of the prospective "Artefacts".	"Noel wants to search for an 'artefact' to open a 'gate.' Maybe I should find out more"	-	including four or more funny answers: Summery Parasol
	Talk to Noel after finding one item.	"An artefact is something that 'doesn't belong' in this time. What else can Noel tell me?"	"Are you an artefact!?"*	
	Talk to Noel on the way back after collecting the two items.	"Noel's asking me about Snow. How should I answer him?"	"He's like this really cool guy!" "It's my cat's name!"*	
	After catching the cat, Snow.	"Noel says that my friends have become like family. How do I respond to that?"	"The cat is my only family!" "Are you a cat person or a dog person?"	
	Talk to the children while searching for the Artefact.	"In the future world, Noel's grandmother was also his teacher. What should I ask him?"	-	
	Strike up a conversation in the vegetable garden in the southwest of the map.	"In the future, Noel said he was the last human left. What do I say to that?"	"So you're like an endangered animal?"	
	Examine the knife.	"Only I remember Lightning being there on the plain. Why don't the others?"	-	
	Talk to the boy who took the necklace.	"This boy's hiding something. What approach would work best?"	"I'll buy you lunch for a year!"	
	Talk to the boy who took the necklace.	"Maybe if I give it one more shot. I think I can get him talking."	-	
	Got the necklace.	"Snow has been gone a long time. Noel wonders why I didn't go after him. How should I reply?"	-	

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"Snow's friends are still trapped in the pillar.

What should Noel ask him about?'

storm. What's going on?"

"A flan-devouring monster is behind the

"Feel like a song?"

"What do you think, Mog?"

"It's really hungry!"

including two funny

Answer the Live Trigger:

Dragon Hide Backpack
 Answer the Live Trigger with funny answer: Mog's

Clock

answers: Pumpkin Head

At the south end of the map,

after defeating the Flan who

were congregating around the Artefact.

Make Faeryl appear, then

speak to Tipur.

Archylte Steppe

(??? AF)

VE TRIGGER	S & REWARDS (CON	TI			
LOCATION	TIMING	QUESTION	FUNNY ANSWER	CONDITION & REWARD	
ugusta Tower 200 AF)	Talk to Alyssa in front of the elevator.	"Caius and Yeul headed to the top of the tower. Why?"	"There's treasure here!" "Yeul is cute, isn't she?"*	Answer all Live Triggers:     Sky Blue Newsboy Cap	PRIMER
	Head to the 52 nd Floor.	"Noel doesn't think Caius is behind this mayhem. Then who is?"	"This is just like a murder mystery!" "Someone unexpected!"*	<ul> <li>Answer all Live Triggers including two or more</li> </ul>	WALKTHROUG
	Mandatory Live Trigger during the battle with Proto fal'Cie Adam.	"The Proto fal'Cie keeps regenerating. What's the battle strategy?"	"Throw Mog."	funny answers: Light Bulb	TIMELINE TOUR GUIDE
cademia (4XX AF)	Speak to Hope three additional times after the mandatory story conversations.	"Hope has traveled 400 years into the future. What should I ask him?"	-	<ul> <li>Answer the Live Trigger: Crystal Star</li> </ul>	STRATEGY & ANALYSIS
he Void Beyond ?? AF)	Talk to Yeul.	"Serah's trapped in the shade of Valhalla. Yeul seems to know something"	"Are you the one who's been speaking to me?"**	<ul> <li>Answer all Live Triggers:</li> <li>Caius's Sword</li> </ul>	BESTIARY
	Talk to second Yeul.	"The goddess gave her servants the ability to see the future. What else does Yeul know?"			EXTRAS
he Void Beyond: lew Bodhum	Talk to Lebreau.	"Everything looks the way it did before I left on my journey. What is this place?"	"Can I take a nap?" "I wasn't asleep!"*	<ul> <li>Answer all Live Triggers: NORA Symbol</li> </ul>	INDEX
	Talk to Yuj.	"Yuj is acting like nothing happened. What should I talk to him about first?"	-	<ul> <li>Answer all Live Triggers including three or more</li> </ul>	TROPHIES/ ACHIEVEMENT
	Talk to Maqui.	"Maqui says someone is waiting at NORA House. What does he mean?"	"The NORA House?" "Oh, yeah, him!"* "He was joking!"*	funny answers: Afro	LIVE TRIGGERS
	Talk to Gadot.	"Gadot says I have it easy. How should I respond?"	"I work hard, too!" "I love it here!"*		UNLOCKABLES
Dying World '00 AF)	In the cinematic after the Gogmagog fight.	"My life shortens each time I see the future. What should I say to Noe!?"		<ul> <li>Answer the Live Trigger: Crystal Rose</li> </ul>	FRAGMENT

# UNLOCKABLES

There are a handful of special rewards available for players who have a save file from Final Fantasy XIII on their selected storage device, or for those who obtain three specific Trophies or Achievements while playing FFXIII-2. The following table reveals these, plus their unlock requirements.

#### **UNLOCKABLES & REQUIREMENTS**

	AVAILABILITY
Lightning Theme/Gamer Picture	Unlocks automatically when the game recognizes a Final Fantasy XIII save file.
Eternal Crystal	Unlocks automatically when the game recognizes a Final Fantasy XIII save file.
Lightning Mask	Found in a treasure sphere in Serendipity if you have a Final Fantasy XIII save file.
Serah Mask	Found in a treasure sphere in The Void Beyond during Episode 5 if you have a Fina Fantasy XIII save file.
Noel Gamer Picture/Theme	Unlock the Chronosavior Trophy/Achievement.
Mog Gamer Picture/Theme	Unlock the Fair Fighter Trophy/Achievement.
Serah Gamer Picture/Theme	Unlock the Defragmented Trophy/Achievement.
Additional Lightning Theme	Unlock the Master of Time Trophy.

# FRAGMENT CHECKLIST

This checklist of all 160 Fragments follows the exact order presented by the "Locations" sort order in the Fragments menu. We have also included the Category that each Fragment is part of as an aid to easy reference.

#### CHECKLIST

FRAGMENT	AREA	CATEGORY	CP CP	PAG
Gogmagog Fragment Alpha	New Bodhum (003 AF)	Monster Bits	500	31
Gogmagog Fragment Beta		Monster Bits	1,000	32
Heart Prism		Fate's Recollection	50	85
Graviton Core Alpha		Graviton Cores	500	85
Cartesian Board	New Bodhum	Fate's Recollection	600	183
Laplacian Board	(/UU AF)	Fate's Recollection	600	183
Hope's Message		An Affectionate Message	600	183
Noel's Message		An Affectionate Message	600	183
Serah's Message	(003 AF)	An Affectionate Message	600	183
Vanille's Fruit		An Affectionate Message	600	177
Fang's Crown		An Affectionate Message	600	177
Transcript: Fate and Freedom		Paradox Ending	1,500	177
Transcript: Beneath a Timeless Sky		Paradox Ending	10,000	175
Atlas Fragment		Monster Bits	2,500	38
Ghast Fragment	(005 AF)	Monster Bits	600	88
Delicate Crystal		Great Mog Wisdom	200	36
Vita Lyrica		Fate's Recollection	200	88
Anima Miseria		Fate's Recollection	200	88
Unio Mystica		Fate's Recollection	100	88
Ars Symphonica		Fate's Recollection	100	88
Graviton Core Beta	(700 AF)  New Bodhum (Hollow Seclusion)  New Bodhum (??? AF)  Bresha Ruins (005 AF)  Bresha Ruins (100 AF)  Bresha Ruins (300 AF)	Graviton Cores	500	88
Kalavinka Fragment		Monster Bits	4,500	186
Ruthenium Ring	(100 AF)	Bounty Hunter's Prize	1,000	186
Rhodium Ring		Bounty Hunter's Prize	1,000	186
Palladium Ring		Bounty Hunter's Prize	1,000	186
Osmium Ring		Bounty Hunter's Prize	1,000	186
Adamantite Ring		Bounty Hunter's Prize	1,000	186
Control Device Password 2		Fragment Items	400	128
ridium Ring	(300 AF)	Bounty Hunter's Prize	400	128
Platinum Ring		Bounty Hunter's Prize	400	128
Wythril Ring		Bounty Hunter's Prize	400	128
Aloeidai Fragment		Monster Bits	3,500	41
Pathos Jewel	(U10 AF)	Fate's Recollection	300	92
Misery's Bead		Fate's Recollection	300	92
Amur's Sphere	(700 AF)  New Bodhum (Hollow Seclusion)  New Bodhum (??? AF)  Bresha Ruins (005 AF)  Bresha Ruins (100 AF)  Bresha Ruins (300 AF)	Fate's Recollection	300	92

FRAGMENT	AREA	CATEGORY	CP	PAGE
Innocence's Sacred Sphere	Yaschas Massif (010 AF)	Fate's Recollection	300	92
Gorgyra Fragment	Yaschas Massif	Monster Bits	500	98
Orb of Clotho	(01X AF)	Fate's Recollection	300	97
Sword of Lachesis		Fate's Recollection	300	97
Mirror of Atropos		Fate's Recollection	300	97
Schwertleite's Flower	Yaschas Massif	Crimson Memories	300	140
Helmwige's Nightshade	(100 AF)	Crimson Memories	500	140
Siegrune's Spiritbloom		Crimson Memories	500	140
Rossweisse Skyblossom		Crimson Memories	500	141
Book of Shambala		Crimson Memories	500	141
Book of Valhalla		Crimson Memories	500	140
Graviton Core Epsilon		Graviton Cores	500	140
Control Device Password 1	Yaschas Massif	Fragment Items	300	133
Ugallu Fragment	(110 AF)	Monster Bits	2,000	132
Waltraute's Flower		Crimson Memories	500	131
Gerhilde's Blossom		Crimson Memories	500	131
Ortlinde's Bloom		Crimson Memories	500	131
Book of Avalon		Crimson Memories	500	131
Time's Stardust	Oerba (200 AF)	Great Mog Wisdom	300	42
Time's Shell		Great Mog Wisdom	300	42
Time's Coral		Great Mog Wisdom	300	42
Giant Egg		Fate's Recollection	300	94
Graviton Core Gamma		Graviton Cores	500	94
Spinning Moonstone	Oerba (300 AF)	Great Mog Wisdom	500	169
Sparkling Runestone		Great Mog Wisdom	500	169
Astonishing Limestone		Great Mog Wisdom	500	169
Thrilling Milestone		Great Mog Wisdom	500	169
Lovely Starstone		Great Mog Wisdom	500	169
Bubbly Stone		Great Mog Wisdom	500	169
Scorching Firestone		Great Mog Wisdom	500	169
Dewy Bloodstone		Great Mog Wisdom	500	169
Mossy Rosetta Stone		Great Mog Wisdom	500	169
Bittersweet Chiffon	Oerba (400 AF)	Great Mog Wisdom	800	171
Fremulous Muffin		Great Mog Wisdom	800	171
Beloved Cinnamon		Great Mog Wisdom	800	171
Selfish Pancake		Great Mog Wisdom	800	171

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FRAGMENT	AREA	CATEGORY	CP	PAG
Farewell Madeleine	Oerba (400 AF)	Great Mog Wisdom	800	171
Teatime Mont Blanc		Great Mog Wisdom	800	171
Dishonest Mille-feuille		Great Mog Wisdom	800	171
Pink Parfait		Great Mog Wisdom	1,000	171
Graviton Core Zeta		Graviton Cores	500	171
Transcript: Vanille's Truth	Oerba (??? AF)	Paradox Ending	10,000	95
Mutantomato Fragment	Sunleth	Monster Bits	3,500	49
Extraordinary Egg	(300 AF)	Fate's Recollection	300	103
Miniflan Fragment	Sunleth	Monster Bits	2,500	143
Lapis Lazuli	Waterscape (400 AF)	An Affectionate Message	800	143
Heliodor Ore		An Affectionate Message	800	143
Carnelian		An Affectionate Message	800	143
Celestine		An Affectionate Message	800	143
Cosmo Aura		An Affectionate Message	800	143
Graviton Core Eta		Graviton Cores	500	143
Transcript: Mogʻs Marvelous Flan Plan	Sunleth Waterscape (??? AF)	Paradox Ending	10,000	104
White Hole Gem	The Coliseum (??? AF)	Fragment Items	300	47
Black Hole Gem	Archylte Steppe	Fragment Items	3,500	48
Goblin Fragment	(??? AF)	Monster Bits	300	48
Fragment of Invincibility		Monster Bits	30,000	112
Ochu Fragment		Monster Bits	30,000	111
Long Gui Fragment		Monster Bits	30,000	113
Yomi Fragment		Monster Bits	30,000	114
Woolly Stone		Fate's Recollection	300	48
Crimson Crystal		Oracle of Etro	300	108
Azure Crystal		Oracle of Etro	300	108
Forest Crystal		Oracle of Etro	300	108
Amber Crystal	- Anna Carlotte	Oracle of Etro	300	108
Violet Crystal		Oracle of Etro	300	108
Transcript: A Giant	Archylte Steppe	Paradox Endings	10,000	89
Mistake Chaos Crystal	(??? AF) Serendipity	Fragment Items	500	117
Setzer's Dice	(??? AF)	Fate's Recollection	1,500	117
Chocochick Down		An Affectionate Message	500	119
Lucky Coin		An Affectionate Message	1,000	118
Priceless Gift		An Affectionate Message	800	117
Zenobia Fragment	Academia (400 AF)	Monster Bits	6,000	52
Academic Rank: Paradox Professor		Academic Reward	1,500	136
Travel Guide: New Bodhum		Academic Reward	100	136
Travel Guide: Bresha Ruins		Academic Reward	150	136
Travel Guide: Yaschas Massif		Academic Reward	200	136
Travel Guide: Oerba		Academic Reward	200	136
Travel Guide: Sunleth Waterscape		Academic Reward	200	136
Travel Guide: Academia		Academic Reward	400	136
Travel Guide: Augusta Tower		Academic Reward	400	136

FRAGMENT	AREA	CATEGORY	CP	PAGI
Travel Guide: Vile Peaks	Academia (400 AF)	Academic Reward	500	136
Travel Guide: Archylte Steppe		Academic Reward	200	136
Travel Guide: A Dying World		Academic Reward	600	136
Graviton Core Delta		Graviton Cores	500	136
Academic Rank: Monster Professor	Academia (4XX AF)	Academic Reward	1,000	150
Quiz Rank: Private		Quiz Mastery	400	151
Quiz Rank: Sergeant		Quiz Mastery	400	151
Quiz Rank: Lieutenant		Quiz Mastery	600	151
Quiz Rank: Colonel		Quiz Mastery	600	151
Quiz Rank: General		Quiz Mastery	1,000	151
Stoic Virtue		Quiz Mastery	500	151
Epicurean Song		Quiz Mastery	500	151
Lyceum Knowledge		Quiz Mastery	500	151
Academia Wisdom		Quiz Mastery	500	151
Transcript: The Future Is Hope		Paradox Ending	3,000	150
Paradox Scope	Academia (500 AF)	Fragment Items	30,000	191
Amethyst and Luvulite Fragment		Monster Bits	8,000	63
Proto Fal'Cie Adam Fragment	Augusta Tower (200 AF)	Monster Bits	6,000	55
Idea Circuit		Academic Reward	400	146
Enigma Codex		Academic Reward	400	146
Difference Engine		Academic Reward	400	146
Entropy Board	Augusta Tower (300 AF)	Fragment Items	500	53
Transcript: Test Subjects	Augusta Tower (??? AF)	Paradox Ending	10,000	147
Twilight Fragment Alpha	Vile Peaks (010 AF)	Monster Bits	3,000	166
Baxter's Last Light		The Honor of Blitz Squad	800	166
Ray's Last Light		The Honor of Blitz Squad	800	166
Sarge's Last Light		The Honor of Blitz Squad	800	166
Falcon's Compass	Vile Peaks (200 AF)	Fragment Items	500	164
Twilight Fragment Beta		Monster Bits	3,000	164
Torreno's Last Light		The Honor of Blitz Squad	500	163
Falcon's Last Light		The Honor of Blitz Squad	500	163
Thunder's Last Light		The Honor of Blitz Squad	500	163
Blitz Squadron Mission Report		The Honor of Blitz Squad	500	163
Words of Light		An Affectionate Message	500	164
Father's Song		An Affectionate Message	500	164
Gogmagog Fragment Gamma	A Dying World (700 AF)	Monster Bits	15,000	60
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## BEHIND THE SCENES

It has been a real pleasure working on this guide with the Final Fantasy XIII-2 development team. To reflect this, we thought it would be interesting to present a behind-the-scenes section here. This gives the team an exclusive opportunity to share their personal experiences on the game's design and storyline. This section offers in-depth insights on the game's key events, themes and features.

**Spoiler Warning!** We *strongly* advise that you do not read this section until you have completed FFXIII-2's main storyline. Players who intend to reach the full 160 Fragments milestone and view the "secret ending" should do so before they read any further.



What is the moment in Final Fantasy XIII-2 that the team is most proud of from a visual perspective?

Motomu Toriyama, Director: "I believe the continuous battle sequences between Lightning and Caius in the opening sequence is one of the most spectacular scenes in the game. This sequence is a fusion of cutscene, combat and cinematic action. In a sense, this offers a sample of all the battles to come in the game."



What gave you the idea of time travel as a main concept in Final Fantasy XIII-2?

Motomu Toriyama, Director: "With Final Fantasy XIII-2, we wanted to design a story where the main characters travel through time to fix the course of a long history, and rebuild the world as they knew it following the events of Final Fantasy XIII. The player has to interact with various people from multiple time periods, and eventually determine whether the events — as they are described by Lightning following the end of Final Fantasy XIII — are real or not."



Why is Serah the only character who remembers the original events as seen at the end of FFXIII?

Daisuke Watanabe, Lead Writer: "Final Fantasy XIII-2 reveals that the goddess Etro saved Serah during the final scene of FF XIII, releasing her from her crystal stasis. Through her interaction with Etro, Serah acquired certain powers normally non-accessible to humans. This is why she can time-travel when passing through the Gates (like Noel or Snow). This is also how she received the gift of the "Eyes of Etro", enabling her to see changes in the timeline, as does You! It is also for this reason that she has a special bond with monsters, allowing her to tame them in their crystal form and use them as allies."



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Are Atlas and Royal Ripeness the largest enemies you have ever created?

Motomu Toriyama, Director: "In Final Fantasy XIII, we were unable to implement a fight against the giant fal'Cie, Titan, in the Archylte Steppe – he was simply too big. This was an issue we wanted to address in FFXIII-2. As a result, the player is often confronted in the game by very large monsters, such as Atlas, or the Royal Ripeness. As a rule, all of these bosses are just as tough as they are big."



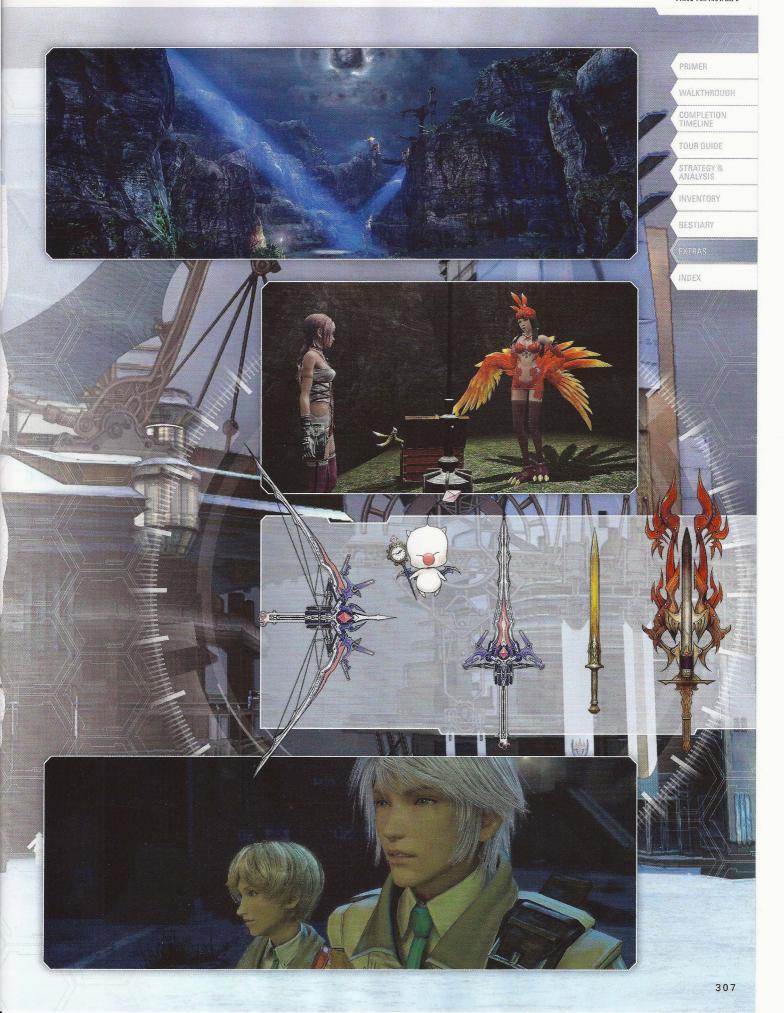
To what extent did you re-design locations that already existed in Final Fantasy XIII?

Motomu Toriyama, Director: "All regions across all time periods were redesigned with different gameplay concepts and objectives in Final Fantasy XIII-2. The locations as they existed in Final Fantasy XIII have gone through an entirely new level design process in order to offer new experiences to the player. This ensures that those who played Final Fantasy XIII still have a lot to rediscover in this game, both through exploring locale variations in the future and by enjoying the new features in terms of playability."











Why are there no inhabitants in any time period in Oerba? Is this supposed to be a ghost town?

Daisuke Watanabe, Lead Writer. "Fang and Vanifle, who were both born in Oerba, attacked Cocoon in the War of Transgression, which you will remember occurred hundreds of years before the events of Final Fantasy XIII. When the war ended, the environment on Pulse was in mins and consequently all human survivors had no alternative but to leave. This is how Oerba became deserted—a ghost town. Conturies (ater, the Academy established a protected zone in and around Derba, forbidding anyone to enter. This is the reason Oerba was never repopulated, across all time periods.

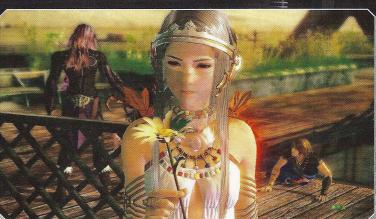
From a design perspective, Oerba holds a strong symbolic value in Final Fantasy XIII as it signifies the end of the main protagonists' journey. We therefore felt uncomfortable in populating Oerba or making it busy. We chose to leave it desolate."

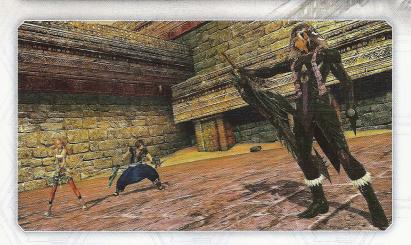


How difficult was it to design a "grown-up" Hope, starting with his younger persona from Final Fantasy XIII?

Daisuke Watanabe, Lead Writer: "At the beginning of Final Fantasy XIII, Hope is an inexperienced and naive youth, but as we all know, he matures throughout the storyline, which essentially depicts his development from child to young man. As a consequence, it was quite natural for us to show how Hope matured from a young man to an adult in Final Fantasy XIII-2."















Why are the events of the Sunleth Waterscape location largely focused on Flan creatures?

Daisuke Watanabe, Lead Writer: "We are aware that most episodes in the game are very serious. So we thought that the Sunleth Waterscape location offered an opportunity to introduce a humorous note and the Flan creatures are perfect for this purpose."



How can Snow travel through time? Is this related to his new I'Cie mark? What is the story behind this?

Daisuke Watanabe, Lead Writer: "After the events of Final Fantasy XIII and the disappearance of Lightning, Snow firmly believed in Serah's memory. As a consequence, he set out to save Lightning, Fang and Vanille and intentionally approached a fal'Cie, anticipating this would enable him to travel through time. He then found a Gate and set forth on his long journey.

Snow's story up to when he met a fall'Cie will be revealed in an official novel to be published soon in Japan. The later part of his journey is detailed in the game in the form of texts made available as the player retrieves Fragments."



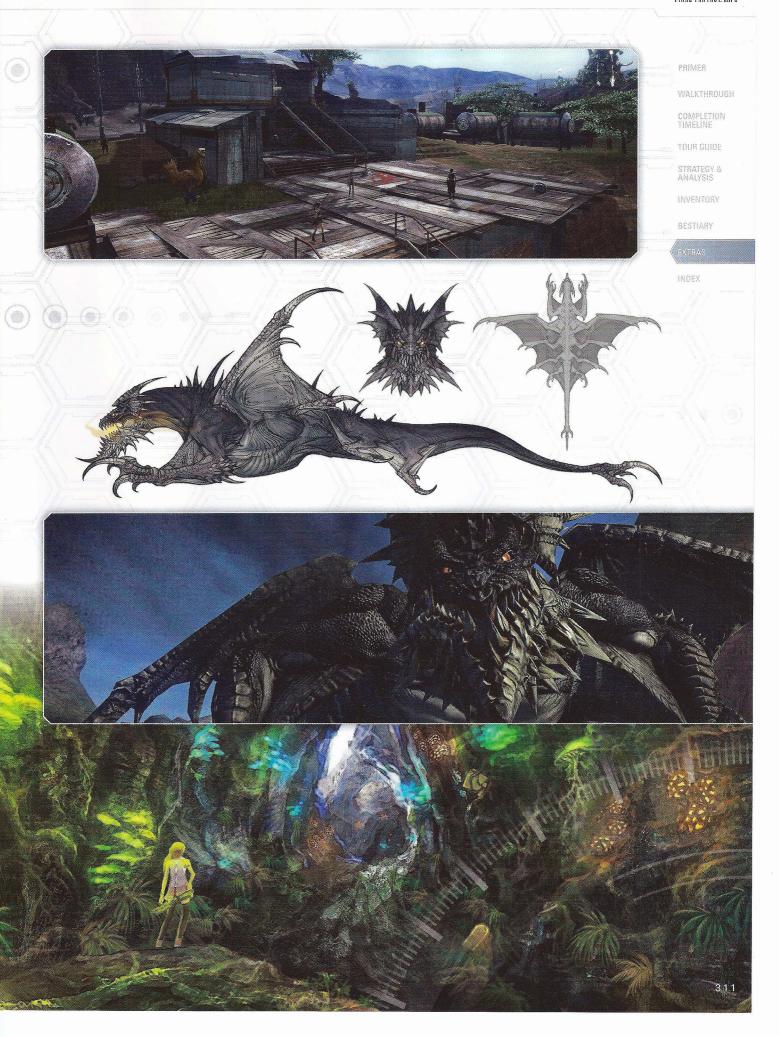
The Archylte Steppe is once again the ultimate hunting ground in the game, and features some very tough monsters. Was this intended as a bonus for Final Fantasy XIII players?

Motomu Toriyama, Director: "The idea behind the Steppe is certainly to offer a large area with many missions and we believe that this will please many Final Fantasy fans. In XIII-2, we introduced an additional factor through the weather, which we believe adds a new layer in terms of funting and exploration."











Did you intend for Serendipity to evoke the Gold Saucer in Final Fantasy VII?

Motomu Toriyama, Director: "Yes, it is fair to say that we designed Serendipity as an homage to the richness of earlier Final Fantasy installments. With its wealth of minigames, especially the Chocobo races, Serendipity is intentionally reminiscent of the Gold Saucer in Final Fantasy VII. You might have noticed that we set the camera distance back from the level itself to recreate the atmosphere of the Gold Saucer."



How do Sazh and Dajh travel through time and appear in the final scenes?

Daisuke Watanabe, Lead Writer: "At some point, Sazh and his son Daih got caught in Serendipity, but they came out alive having won a gamble of fate. The full details of this story will be revealed in a planned DLC release."

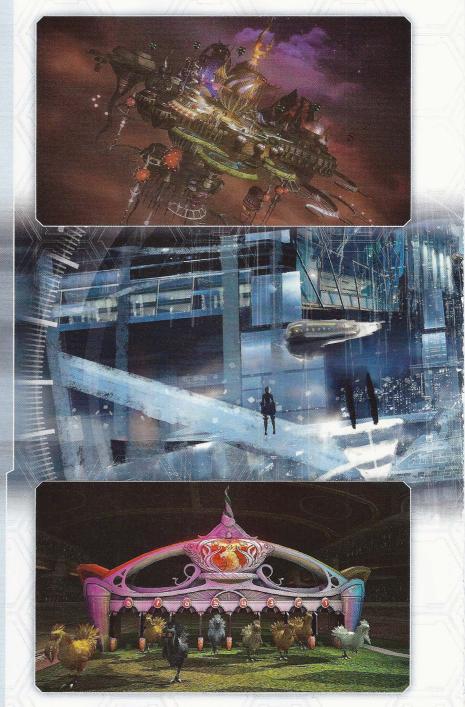


The Academia map is completely new and certainly looks very impressive. Is there a version (400 AF or 4XX AF) that you focused on first, or were both designed in parallel?

Motomu Toriyama, Director: "The large Cocoon as it appears in Final Fantasy XIII was built on fal'Cie technology. In Final Fantasy XIII-2, however, the power of the fal'Cie is no more, and Academia is a futuristic city based entirely on human technology. We have experimented here with some visionary architecture, suggesting perhaps how city planning may appear on earth in the future.

When you first visit Academia, many battles occur under very dramatic conditions. These are designed to take place in the evening and in the rain in order to enhance the sense of tragedy. We consider this setting a visual reference, a symbol of Final Fantasy XIII-2."

Youji lio, Environment Technical Artist: "Initially, we started on the day version of the map, called 4XX AF, as this is where you have access to all city areas. We soon realized that a large metropolis with glittering lights and skyscrapers can be very visually impressive in the evening, so we moved on to the 400 AF version in order to work on the lighting. From a production standpoint I think we just continued on this and implemented the rain and all of the finer details and features. So in the end, the 400 AF version was in fact finished first."









Final Fantasy XIII-2 features a tower with multiple floor levels, just like Taejin's Tower in Final Fantasy XIII, and the Pharos in Final Fantasy XII. Do you see this as a staple of a Final Fantasy game?

Motomu Toriyama, Director: "We believe it is an important process to go through a complex dungeon in the middle of the storyline as this acts both as a trial and a story turning point before the player reaches the climax at the end of the adventure. This takes the form of Augusta Tower in Final Fantasy XIII-2, a futuristic dungeon peppered with puzzles. The player has to search the whole Historia Crux in order to access the heart of the tower. This makes it a difficult challenge, one which cannot be completed by just visiting the area itself."



Is there one particular monster in FFXIII-2 that the team has a special affinity towards?

Motomu Toriyama, Director: "You can recruit in excess of 150 monsters in the game, each with its unique battle style. Naturally each member of the development team has their own, personal favorite. That said, I think the most popular monster amongst the team — and the one most frequently found in Paradigm Packs — is probably the Flanitor, a Medic."

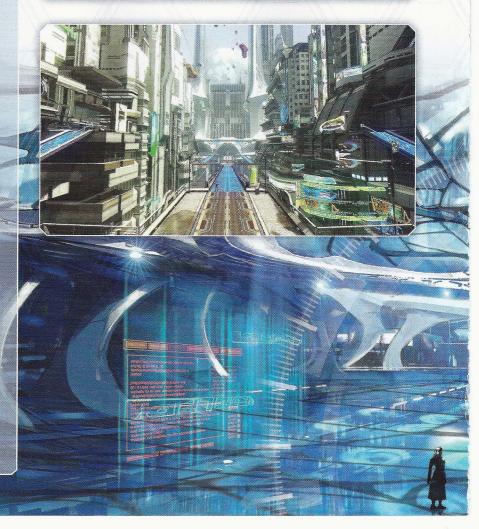


Why did Alyssa betray her friends and accept Caius's offer by booby-trapping the Gate in Academia 4XX AF?

Daisuke Watanabe, Lead Writer: "Alyssa actually died during the Purge that occurred at the beginning of Finai Fantasy XIII. Her "survival" is due only to the course of history having been aftered when Etro decided to save those who fought to defend Coccon. She can only exist in this warped timeline, her very existence being a paradox of sorts. As Serah and Noel solve all the inconsistencies that after the true course of events. Alyssa feels increasingly threatened. She is aware that the rostoration of the timeline will lead to her demise. She eventually chooses to favor her own survival, by accepting Caius's offer even when this means betraying her friends."











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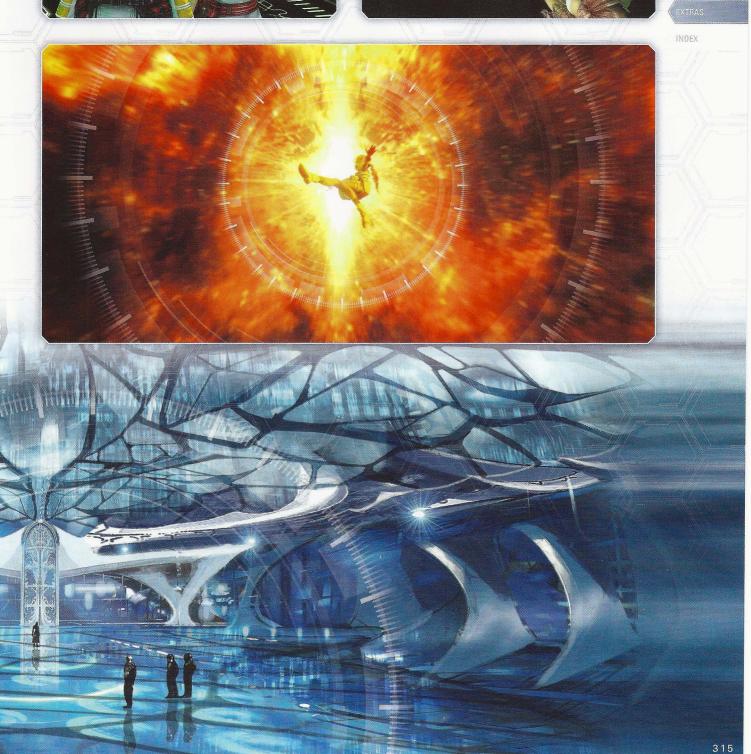
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The "dream" events that occur in the Void Beyond in Episode 5 offer an interesting change of pace. What were the reasons behind this?

Motomu Toriyama, Director: "The 'dream' events offered an opportunity to both tell the story via cutscenes and to actually present it, thus enabling players to experience this for themselves.' We therefore designed Episode 5 in such a way that the character can experience "dreams" or "pasts" together with the player. We also wanted to give a sense of the true strength of Caius, which Noel is aware of from the start."



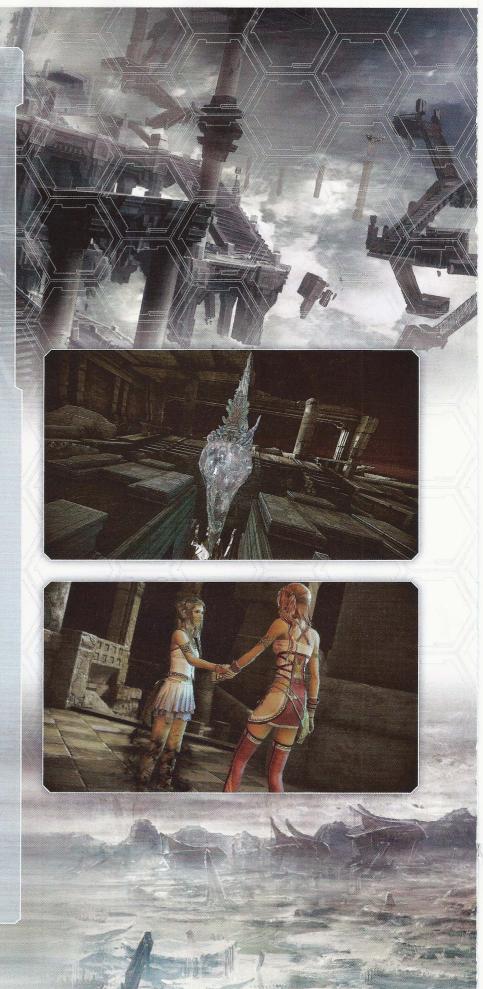
The Oracle Drives seem to have been created by the Farseers. If their civilization was indeed so advanced, could they still exist somewhere on Pulse?

Daisuke Watanabe, Lead Writer: "The Farseers do in fact still exist in the days of Final Fantasy XIII-2, and even in the time period that Noel comes from. They live hidden, far away from all other human beings. They are aware of the prophecy that warns of potential conflicts between humans; they therefore avoid contact with modern civilization and chose never again to use technology like the Oracle Drives."



Is there a meaning to the throne of Etro that is seen at various moments in The Void Beyond?

Daisuke Watanabe, Lead Writer: "The throne of Etro that appears in The Void Beyond is empty for most of the game. This symbolizes the ever diminishing power of Etro. However, in the ending, Lightning sits on the throne. This symbolizes that the world's very existence relies on her to embody the divine will. As Lightning wants to maintain hope, she enters the crystal stasis in order to protect the will of her sacrificed sister, Serah. We are planning a DLC release to reveal the background to this."







When you decided that the party members could jump in Final Fantasy XIII-2, did you already have the Academia 500 AF "Labyrinth of Chaos" in mind?

**Motomu Toriyama, Director:** "Once we decided to allow the main character to jump, we knew that we wanted a game location where the level design would offer a unique platform challenge. We believed we could increase this effect by having this occur in Academia 500 AF as this is the final dungeon in the game."



Why doesn't time flow in Valhalla?

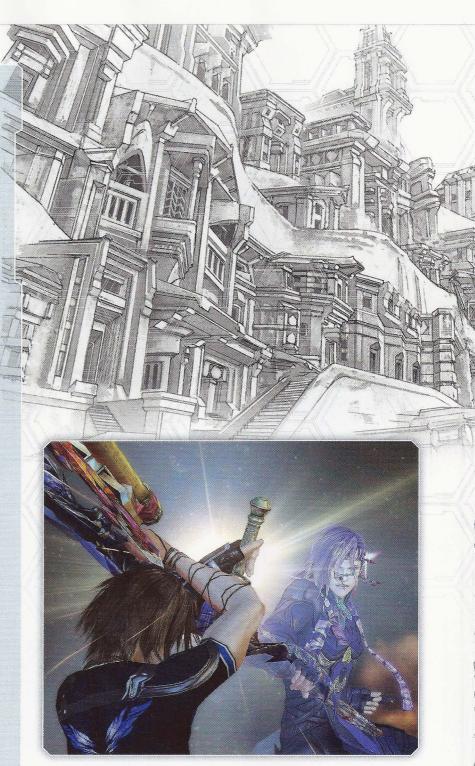
Daisuke Watanabe, Lead Writer: "Valhalla exists on a different reality plane, one that lies between the real world and nothingness. Time doesn't flow in Valhalla because it is a timeless, lifeless place. With Etro fading from the real world, Valhalla is her only refuge: it is a "middle world" where she waits until she dissolves completely."



Is Caius less objectionable than classic "bad guys" in order to unsettle the player?

Daisuke Watanabe, Lead Writer: "This is a very interesting question. Caius is a unique villain throughout the game in that his goal is not to destroy the world, but to save Yeul, and nothing will deter him from that objective. He has unshakeable willpower. This means that he doesn't necessarily appear as a "bad" person. This wasn't so much to confuse players, but rather to put them in front of a bewildering enemy.

Although Caius dies in the final battle, we see him alive in the secret ending. This does not mean that there are multiple versions of Caius that have been manipulating events from a different timeline. Quite the opposite: the Caius that 'dies' in Valhalla (a timeless place) is the same one that we see in the secret ending. His is a paradoxical existence that already knows how the battle ends and will still not stop until he reaches that end. His 'death' only strengthens his resolve, as even this did not alter the course of events. The goddess died nonetheless, which is what he fought for all along."





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